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STARSHIP FLIGHT 8

THE ROAD TO FULL ROCKET REUSABILITY

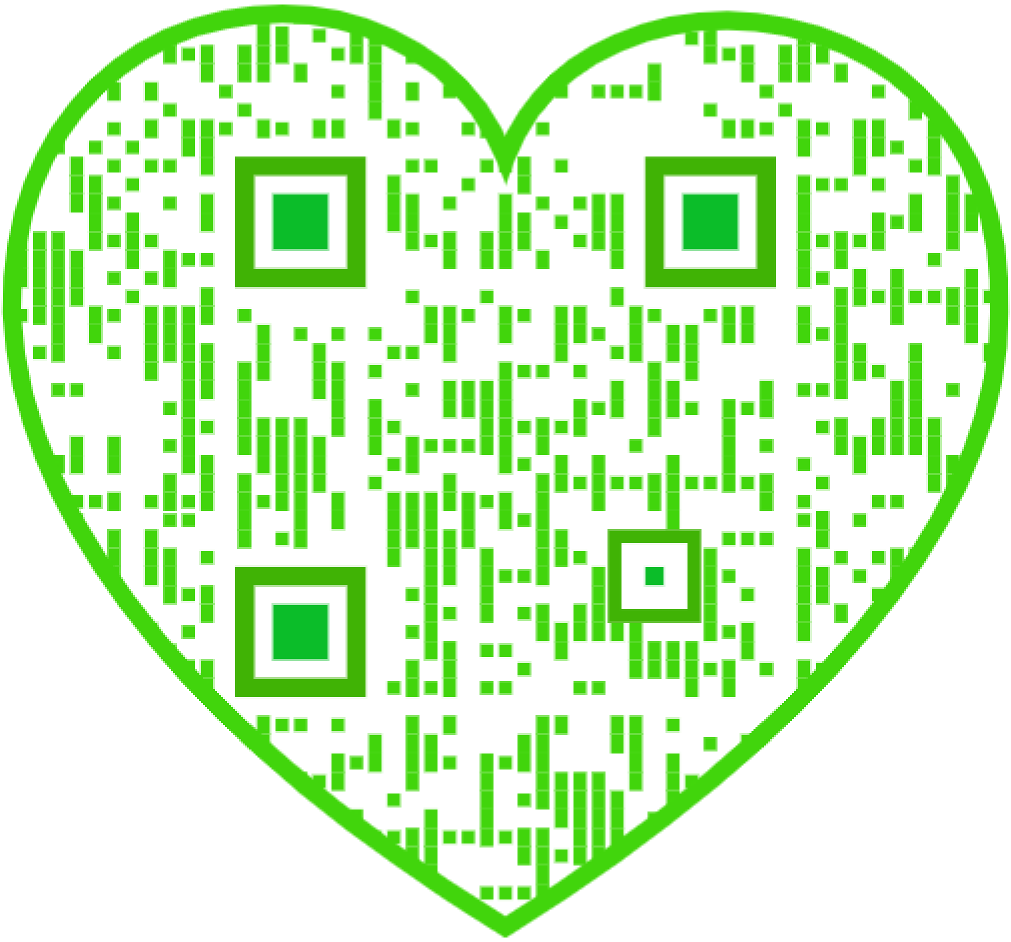
APPLE TV+

BEYOND SEVERANCE

THE MOST POPULAR SHOWS FOR THE FAMILY'S WEEKEND

MacBook Air

THE POWER OF THE M4 CHIP MEETS ULTRA-PORTABILITY



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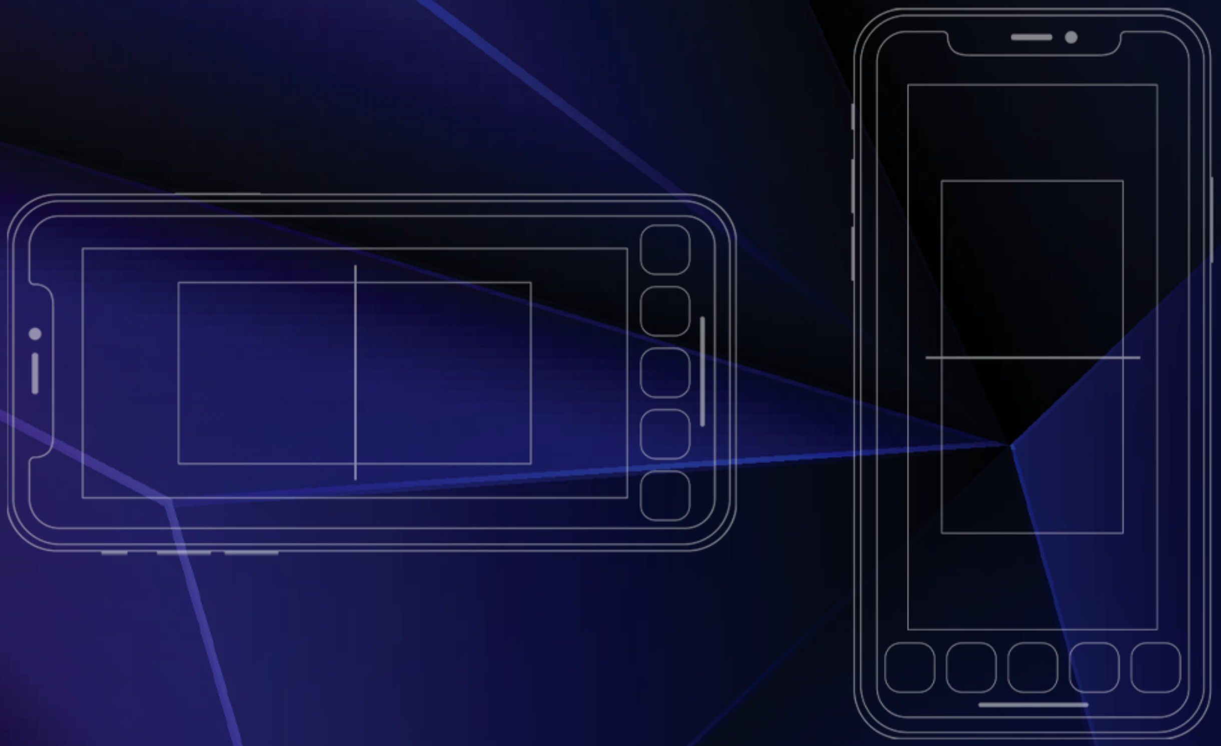

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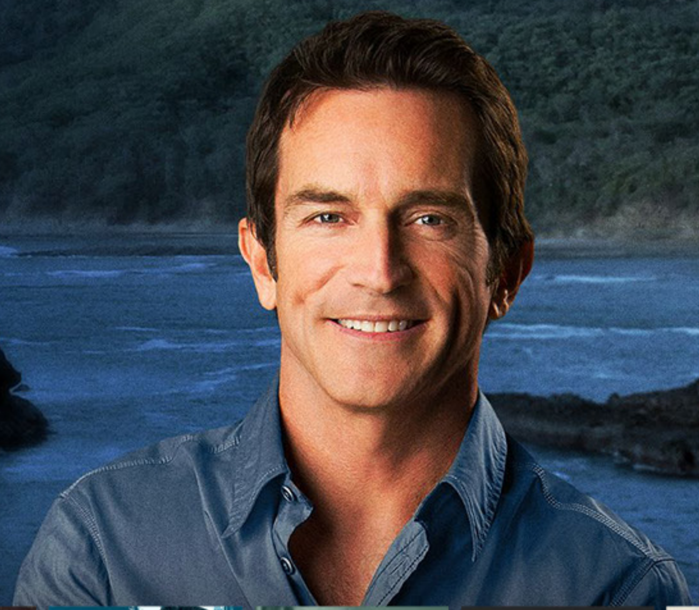

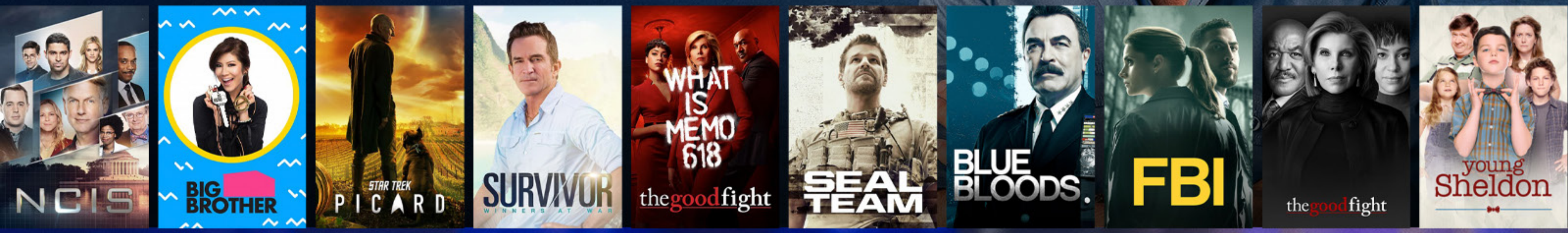
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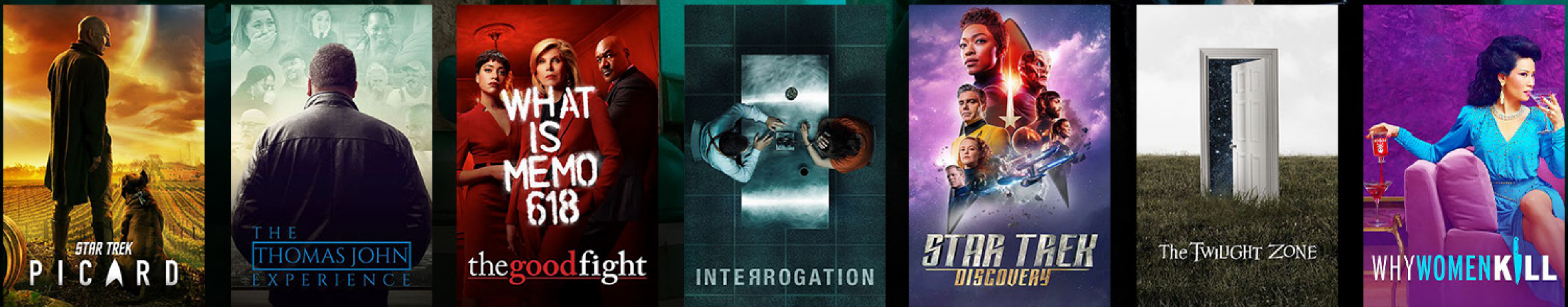
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STARSHIP FLIGHT 8: A STEP FORWARD, A STUMBLE UPWARD, AND THE ROAD TO REUSABILITY

SpaceX’s eighth Starship flight test, dubbed Flight 8, soared into the skies above South Texas, delivering a mix of triumph and turbulence that underscores the company’s relentless push toward a reusable future. The mission saw Booster 15 execute a textbook launch and landing, caught gracefully by the towering “chopstick” arms at Starbase, only for Ship 34 to falter mid-flight, losing control and breaking apart over the Atlantic. Now, as the Federal Aviation Administration (FAA) mandates an investigation into the upper stage’s failure, SpaceX is dissecting the wreckage—both literal and digital—to refine its Block 2 upgrades. For everyday users, it’s a peek into a grand experiment: a rocket built not just to fly, but to return, reload, and fly again, all in pursuit of humanity’s off-world ambitions.

Flight 8 lifted off on March 6, 2025, from SpaceX’s Starbase facility, a sprawling launch site near Boca Chica Beach. The Super Heavy Booster 15, powered by 33 Raptor engines, roared to life, propelling Ship 34 skyward in a suborbital arc aimed at testing new hardware and objectives. Minutes later, the booster separated and returned, nestling into the launch tower’s arms—a third successful catch in the program’s history. But the upper stage, Ship 34, hit trouble: four of its six Raptor engines shut down prematurely, sending it into a spin that ended in disintegration. For SpaceX, it’s a familiar cycle—breakthroughs paired with setbacks—each feeding into a broader vision of colonizing Mars and slashing spaceflight costs.

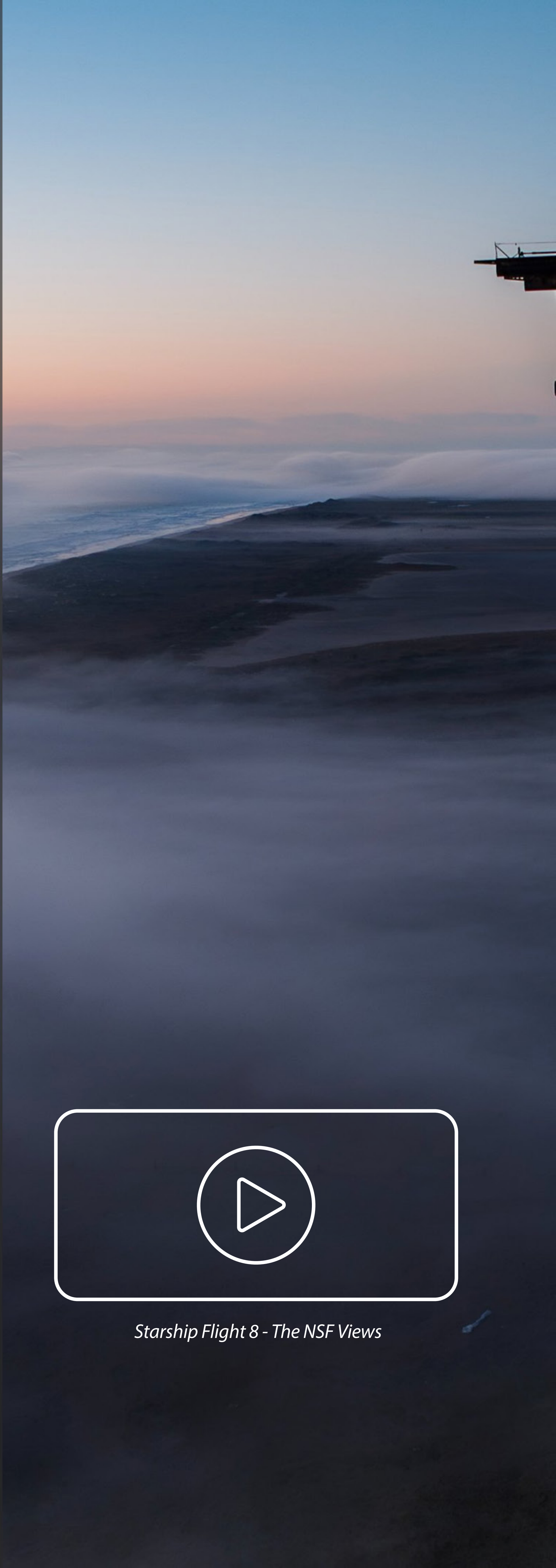
The investigation into Ship 34’s loss is underway, with SpaceX leading the effort under FAA oversight. Early data points to engine failures echoing Flight 7’s woes, where propellant leaks sparked fires in the ship’s aft “attic” section.

Upgrades from that mishap—new vents, a nitrogen purge system, and tweaked fuel lines—weren't enough to prevent a repeat. For users, it's a reminder: this is a testbed, not a finished product, and every tumble brings SpaceX closer to a rocket that can haul cargo, satellites, and eventually people to the stars.

FLIGHT 8: THE HIGHS AND LOWS

The mission began with promise. Booster 15's ascent was flawless—all 33 engines firing in unison, a testament to SpaceX's iterative improvements since early Starship tests. After separation, it executed a boostback burn, adjusting its path with a refined profile that minimized exhaust damage to the launch tower. The catch itself was a spectacle—mechanical arms snagging the 71-meter booster with precision, proving the reusability concept central to SpaceX's goals. For players watching at home, it's a thrill: a giant rocket landing like a sci-fi prop, ready to fly again after a quick once-over.

Ship 34's story was less rosy. Loaded with Block 2 upgrades—larger propellant tanks, enhanced flaps, and a mock Starlink payload—it aimed to test in-space engine relights and satellite deployment, steps toward orbital missions. But at T+8:04, roughly 30 seconds shy of its planned ascent burn cutoff, four engines (one vacuum Raptor and three sea-level Raptors) quit. Without attitude control, the ship tumbled, losing telemetry and breaking apart over the Atlantic, its debris visible from Florida to the Bahamas. For users, it's a letdown but not a shock—SpaceX's "test-to-failure" ethos means explosions are part of the playbook, each one a lesson in steel and fire.



Starship Flight 8 - The NSF Views

The FAA's response was swift: another mishap investigation, grounding Starship until SpaceX pinpoints the cause and fixes it. Airports in Florida diverted flights as debris rained down, a ripple effect from a test gone awry. For SpaceX, it's a dual challenge—nailing down the Block 2 ship's gremlins while keeping the booster's catch streak alive. For the average person, it's a window into a process where success isn't linear—it's forged through trial, error, and a lot of data crunching.

UPGRADES UNDER THE MICROSCOPE

Flight 8 wasn't a blind leap—SpaceX rolled out upgrades post-Flight 7, where Ship 33 met a similar fate. That January 16, 2025, test saw a harmonic response—vibrations stronger than expected—stress the propulsion system, leaking propellant into the attic and igniting fires. The fix? A 60-second static fire test on Ship 34, tweaking Raptor feedlines, adjusting propellant temps, and setting a new thrust target. New vents and a nitrogen purge aimed to flush out leaks, while igniter upgrades tackled engine reliability.

It didn't hold. Flight 8's failure suggests those tweaks fell short—vibrations or leaks likely persisted, shutting down engines and dooming the ship. SpaceX's digging into telemetry now, hunting for clues. Was it a harmonic echo? A flaw in the Block 2 design? For users, it's less about the techy bits—teraflops or pressure spikes—and more about the outcome: a ship that couldn't stick the landing, metaphorically or otherwise. The investigation's findings will shape the next round of fixes, likely targeting the attic's flammability and engine resilience.

Block 2 itself is a leap—25% more propellant capacity, catch fittings for future tower grabs, and a slimmed-down payload bay. Flight 7 debuted these, but neither it nor Flight 8 completed their full profiles, leaving key tests—like satellite deployment—on the table. For SpaceX, it's a puzzle: the booster's dialed in, but the ship's a wild card. For players, it's a tease—reusability's close, yet just out of reach.

THE STARSHIP PROGRAM: A QUICK RECAP

Starship's journey kicked off years ago, evolving from wild prototypes to the towering stack of Flight 8. The program's roots trace to 2012, when Elon Musk sketched out a Mars-colonizing rocket—fully reusable, massive, and cheap to fly. Early hops—like SN8's 2020 belly flop—tested basics: ascent, flip, landing. By 2023, integrated flights with Super Heavy boosters began, each pushing boundaries.

Block 1, the first generation, flew six times through November 2024, notching four successes—booster catches included—before retiring the ship design. Block 2 debuted with Flight 7, upping capacity and complexity, but both flights ended in upper-stage losses. Across eight launches, Starship's batting .500—four wins, four busts—yet each test refines the beast. For users, it's a saga of grit: a company hurling steel into the sky, learning as it falls.

The hardware's a marvel—Super Heavy's 33 Raptors churn out 17 million pounds of thrust, dwarfing NASA's Saturn V. The ship, stacked atop, hauls 150 tons to orbit in theory, dwarfing Falcon 9's payload. Stainless steel keeps costs down,

shrugging off reentry heat with a tiled shield. For the average person, it's a moonshot in progress—less polished than Apollo, more audacious in scope.

SPACEX'S LONG-TERM VISION

SpaceX isn't just testing rockets—it's chasing a dream. Musk's endgame? Colonize Mars, making humanity multiplanetary. Starship's the linchpin—cheap, reusable, and big enough to ferry 100 settlers or tons of gear per trip. At $2 million per launch (the target cost), it's a bargain next to Falcon 9's $67 million, slashing the price per kilo to orbit. For users, it's a sci-fi future inching closer: cities on the Red Planet, fueled by South Texas steel.

Closer to home, Starship's tapped for NASA's Artemis program, set to land astronauts on the moon by 2027. Flight 8's mock Starlink deploy hints at another goal—flooding low Earth orbit with broadband satellites, outpacing Falcon 9's cadence. Reusability's the key: catch a booster, refuel a ship, launch again in days, not months. For players, it's less about Mars today and more about internet tomorrow—faster connections from a rocket that doesn't quit.

The program's not shy on ambition. Musk wants 25 launches in 2025, a catch of the ship itself within six months, and orbital flights soon after. Each test—like Flight 8—feeds that machine, trimming fat and boosting reliability. For SpaceX, it's a business model: mass-produce Starships, fly often, profit big. For users, it's a bet on a future where space isn't just for astronauts—it's for everyone.

LESSONS FROM THE FALL

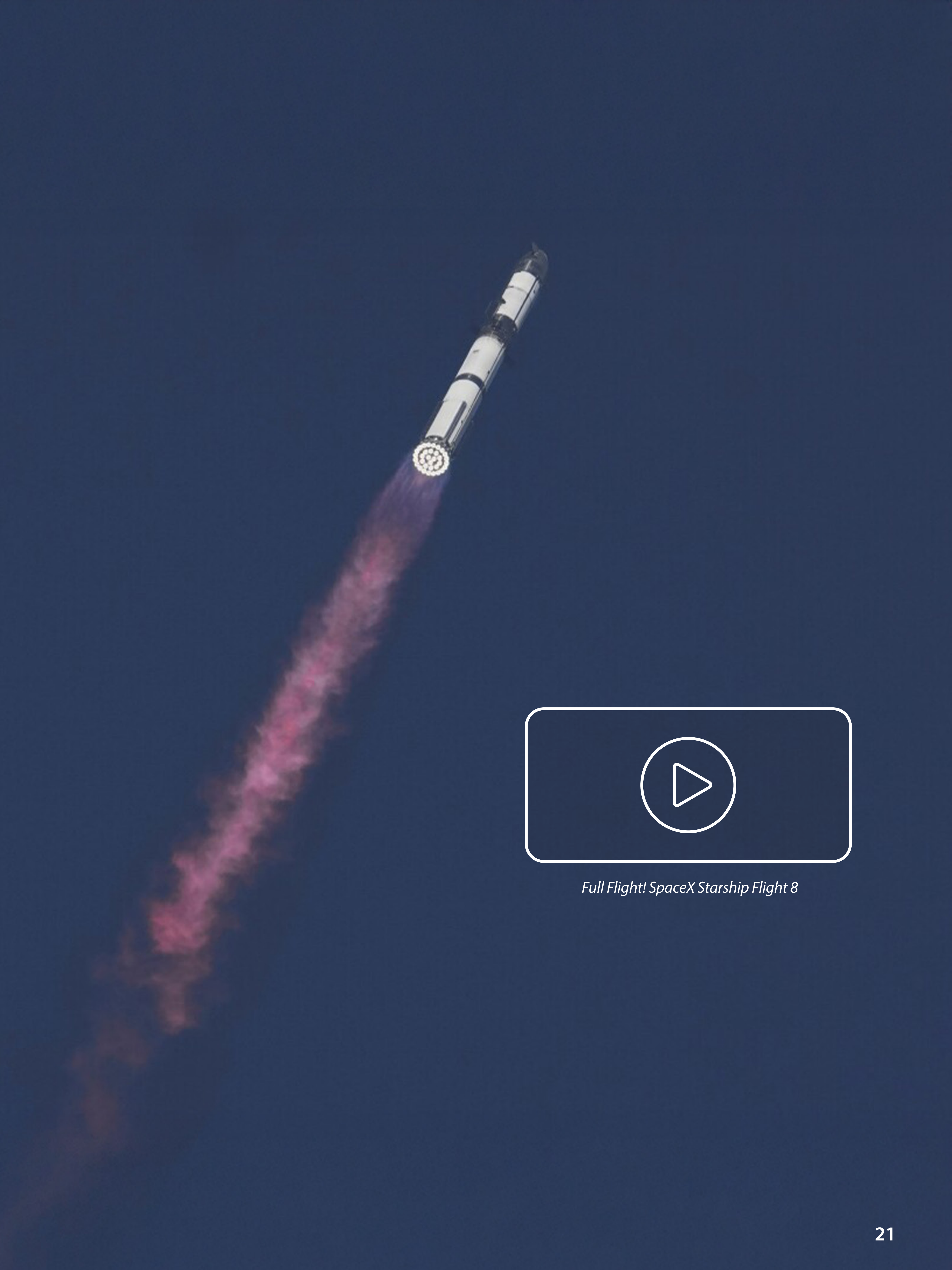
The FAA probe's digging into Ship 34's tumble—why engines failed, how upgrades missed the mark. SpaceX's already eyeing Raptor 3 engines for future ships, shrinking the attic and joints that leak. Flight 7's harmonic fix didn't stick; Flight 8's data will sharpen the next try. For engineers, it's a grind—tweak, test, repeat. For users, it's progress by proxy: every crash tweaks a rocket you might one day ride—or at least watch deliver your Amazon haul from orbit.

Booster 15's catch is the bright spot—reusability's half-solved. The tower grab, refined since Flight 5's October 2024 debut, protects ground gear and cuts turnaround time. Ship 34's loss stings, but it's not the end—SpaceX thrives on this cycle, turning debris into blueprints. For players, it's a thrill ride: a booster lands, a ship falls, and the next test looms.

THE PATH FORWARD

Flight 8's a chapter, not the book. SpaceX's got Booster 16 and Ship 35 in the wings, static fires pending, and an FAA green light to chase. Orbital attempts—crucial for Artemis and Starlink—hinge on nailing the ship's reentry and catch. Musk's "test hard, fail fast" mantra holds: each bust fuels the fix. For users, it's a slow burn—Mars isn't tomorrow, but the moon's in sight.

For US tech fans, Starship's a saga worth rooting for. Flight 8's booster catch is a win; Ship 34's tumble is a lesson. The investigation's peeling back layers, and SpaceX's long game—Mars, moons, megaconstellations—feels tantalizingly close. It's not perfect, but it's real: a rocket built to break, then break through, one flight at a time.



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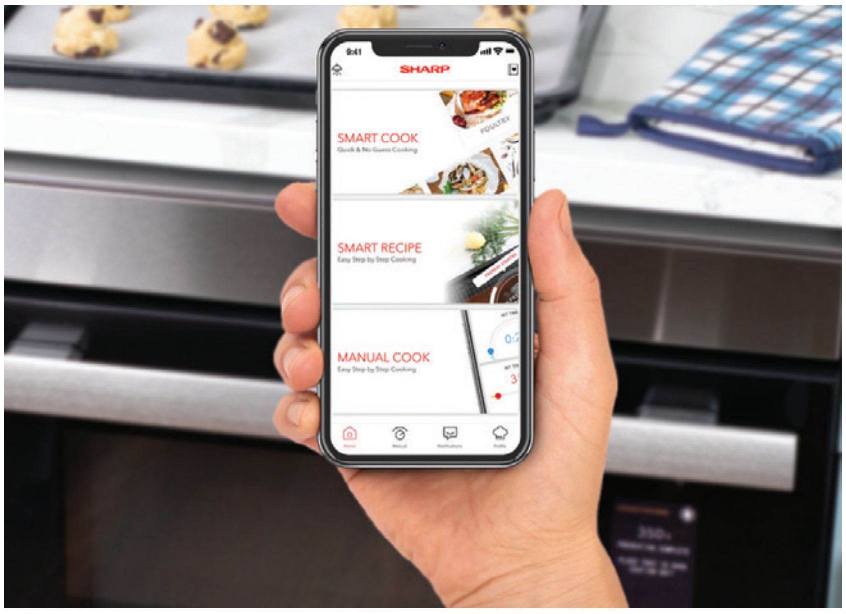

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IOS 19 RUMORED TO BE ONE OF APPLE'S BIGGEST IPHONE UPDATES EVER

19

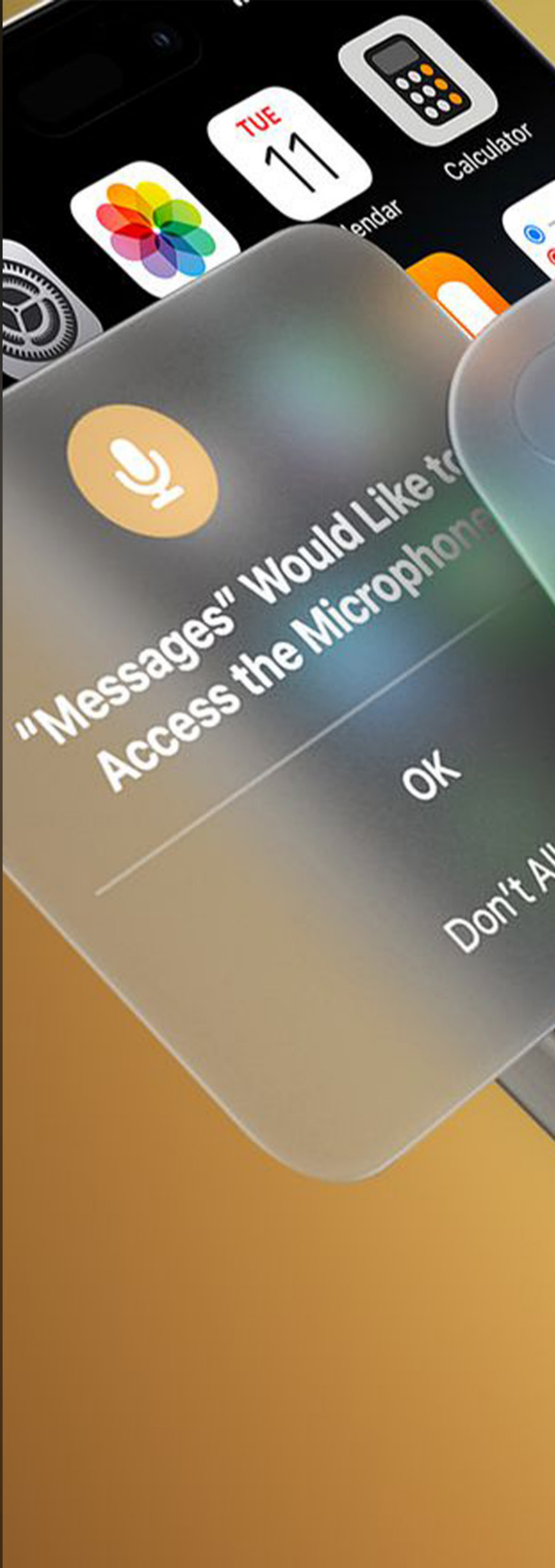
This week, whispers about iOS 19 are stirring excitement among iPhone users, with Bloomberg reporting it could be one of the most transformative updates in Apple's history. Slated for reveal at the Worldwide Developers Conference (WWDC) in June 2025 and a full rollout alongside the iPhone 17 in September, this software overhaul promises to reshape how millions interact with their devices. For everyday users, it's a hint of a smoother, more intuitive iPhone experience—less about tech buzzwords and more about a phone that just works better.

Apple has kept its cards close, but Bloomberg's Mark Gurman, a seasoned voice on Cupertino's moves, suggests iOS 19 will mark a dramatic shift—potentially the biggest since iOS 7 flipped the script in 2013 with its flat, modern design. The rumor points to a sweeping redesign of icons, menus, and apps, drawing inspiration from the sleek, translucent look of visionOS, the system behind Apple's Vision Pro headset. It's not just a facelift; it's about making the iPhone feel new yet familiar, a balance Apple has long mastered.

The chatter isn't short on ambition. Beyond looks, iOS 19 could bring a smarter Siri and deeper features tied to Apple Intelligence, the company's AI push. For users, this might mean a phone that anticipates needs—whether it's tweaking your camera on the fly or chatting with Siri like an old friend—all while keeping things simple and approachable.

A DESIGN REVIVAL

The heart of the rumor lies in a visual reboot. Bloomberg hints at a "fundamental" change to the iPhone's interface—think updated icons,



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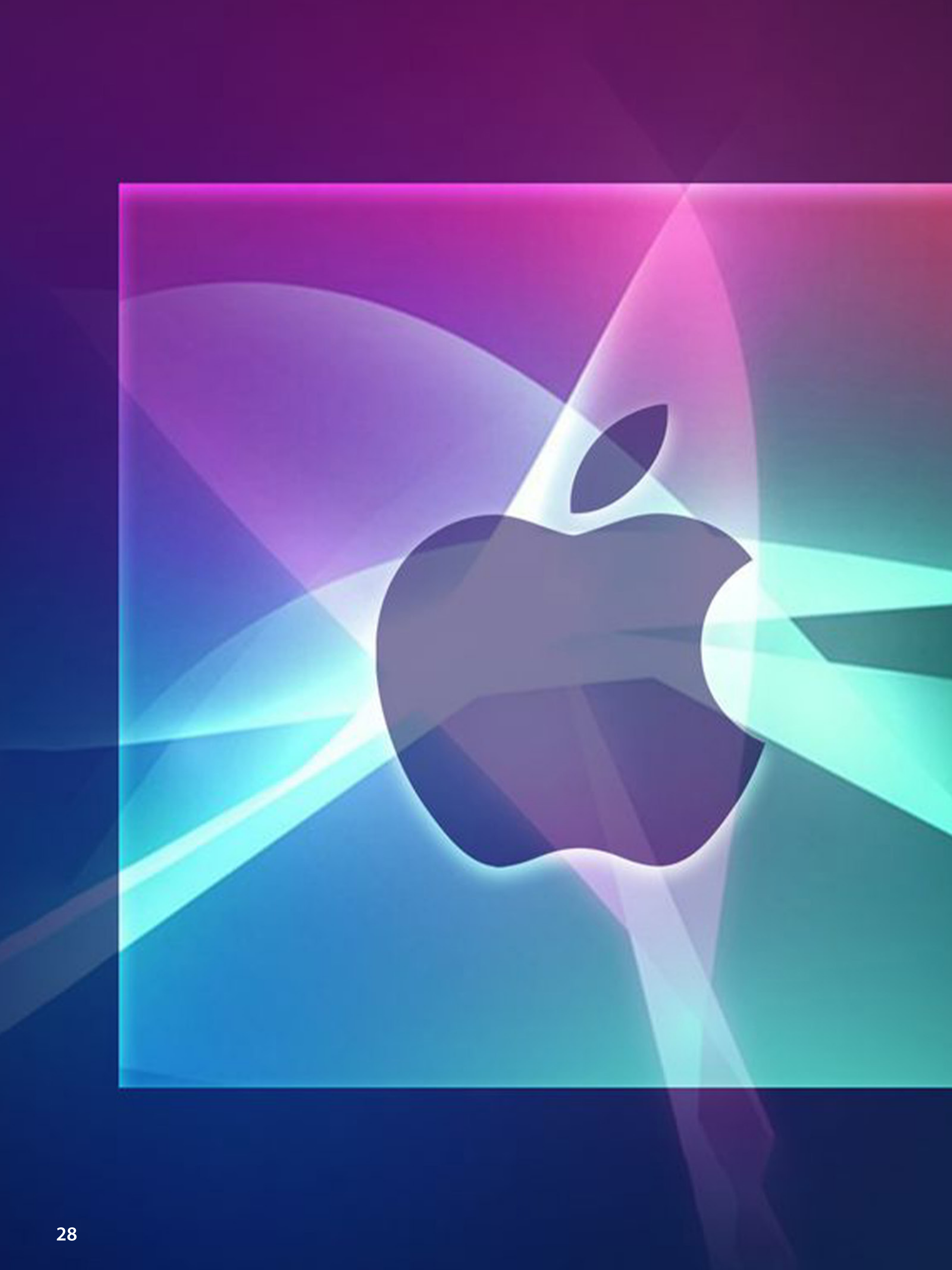

streamlined menus, and a navigation system that's easier to grasp. Picture the rounded, airy style of visionOS, where buttons pop out with a glassy sheen, but toned down to fit the iPhone's pocket-friendly vibe. It's not about copying the Vision Pro wholesale; it's about borrowing its clarity.

Back in 2013, iOS 7 ditched the skeuomorphic shadows and textures for a cleaner, flatter look—setting the stage for a decade of iPhone design. If iOS 19 follows suit, it could redefine that again, blending modern polish with practical tweaks. For users, it might mean less fumbling through settings or squinting at cluttered screens—just a layout that flows naturally, whether you're texting, snapping pics, or checking the weather.

The Camera app could lead the charge. Early leaks suggest a redesign with floating controls and a wider viewfinder, making it less cramped and more instinctive. Imagine tapping a photo mode without digging through menus—simple, fast, and built for real life. It's the kind of change that doesn't scream for attention but quietly makes every shot easier.

SIRI STEPS UP

Siri's long overdue for a glow-up, and iOS 19 might deliver. Bloomberg flags a "more conversational" version powered by advanced language models—think less robotic replies and more natural back-and-forth, akin to ChatGPT. For the average person, it's Siri finally getting the hint—set a reminder without repeating yourself, or ask about your day and get a real rundown, not a canned quip.

The catch? This souped-up Siri might not hit at launch. Reports suggest Apple's testing it separately, with a rollout possibly stretching to spring 2026—think iOS 19.4 or later. Still, even a delayed debut could transform how users lean on their iPhone, turning Siri into a helper that feels less like a gadget and more like a sidekick.

Apple Intelligence, introduced with iOS 18, is expected to deepen its roots here. While specifics are thin, picture smarter photo edits, auto-generated playlists, or Messages that draft replies with uncanny accuracy. For users, it's less about decoding AI jargon and more about a phone that quietly handles the little things—saving time without stealing the spotlight.

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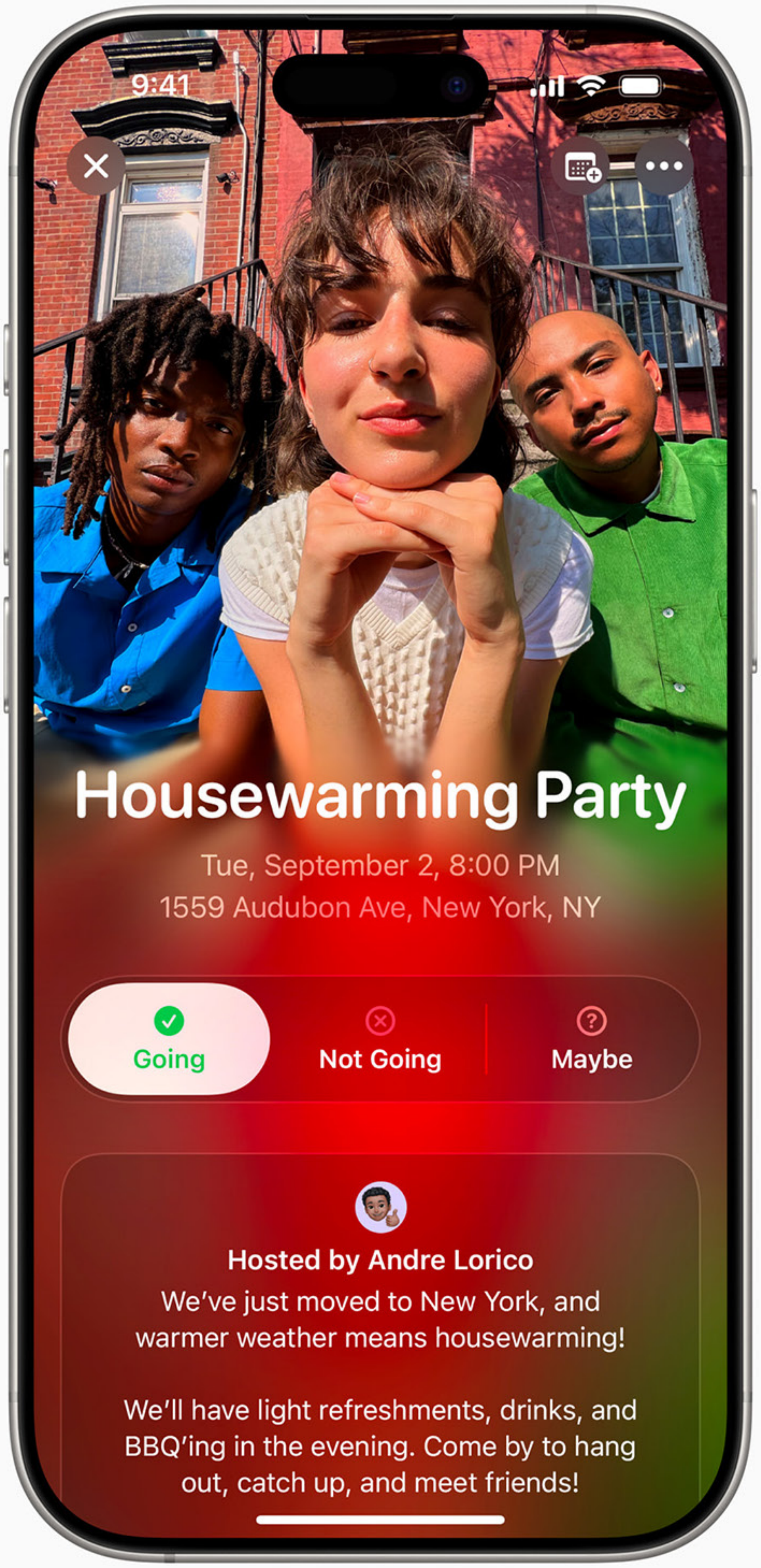
BEYOND THE SURFACE

The overhaul isn't just skin-deep. Bloomberg notes iOS 19 aims to "simplify" how users control their devices, a nod to Apple's knack for cutting clutter. Think fewer taps to find what you need or settings that make sense at a glance. For someone juggling work, family, or a packed commute, it's a promise of less friction—technology that bends to your day, not the other way around.

Hardware ties in too. The iPhone 17 lineup—rumored to include a slim "Air" model—might debut alongside iOS 19, syncing new looks with new guts. If older models like the iPhone XR keep support, as some predict, this update could refresh millions of devices without a trip to the store. It's a practical win—your trusty phone gets a modern edge, no upgrade required.

There's a wrinkle, though: not everything might ship at once. Apple's reportedly **juggling iOS 18**



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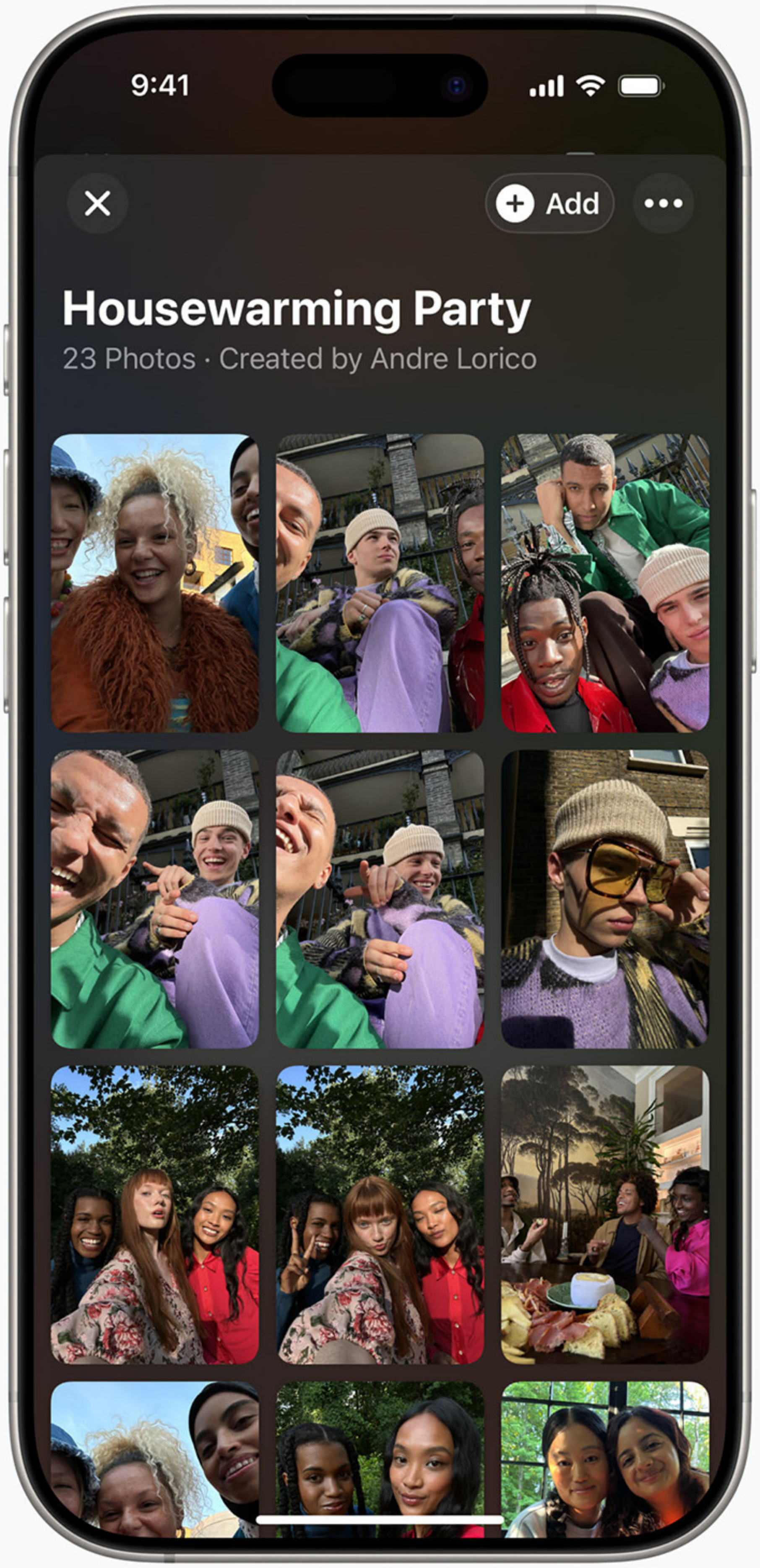


Housewarming Party

23 Photos · Created by Andre Lorico

iOS
19

rollouts, pushing some iOS 19 features to 2026. For users, it means a phased experience—core changes in September, with extras trickling in later. It's less a big bang and more a steady build, keeping the iPhone fresh over months.

WHY IT RESONATES

This rumor lands at a curious moment. iOS 18 brought hefty updates—custom home screens, RCS messaging, AI tools—but kept the core feel intact. iOS 19, per Bloomberg, could leap further, echoing iOS 7's bold reset without alienating longtime fans. For users, it's a chance to rediscover their iPhone—same trusted companion, just sharper and slicker.

The visionOS influence makes sense. Apple's poured polish into its headset software—clean lines, 3D touches—and now it's trickling down. It's not about turning your phone into a sci-fi prop; it's about borrowing what works: clarity, depth, a touch of flair. For the everyday user, it could mean a screen that's easier on the eyes and hands.

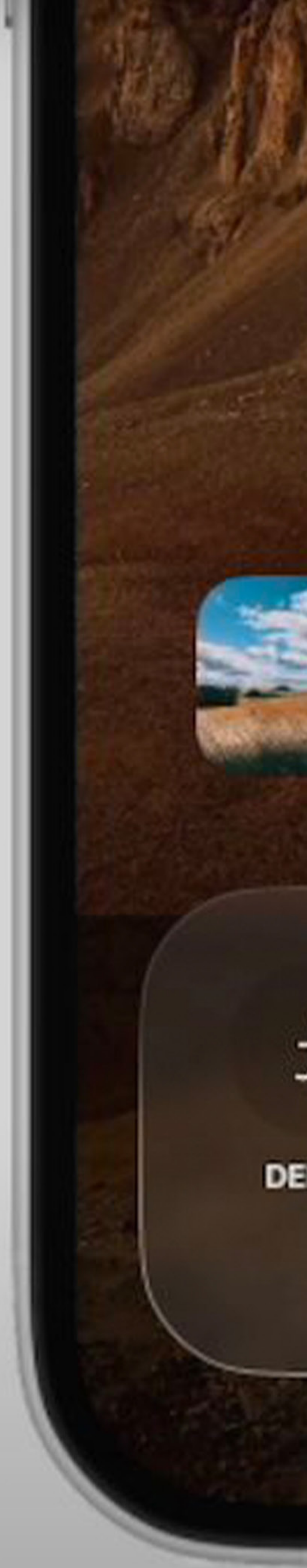
Competition plays a role too. Android's Material You and AI-driven tweaks keep Google in the game—iOS 19 feels like Apple's answer, blending style with smarts. For users, it's less about rivalry and more about payoff: a phone that looks good and works better, no matter who's winning the tech race.

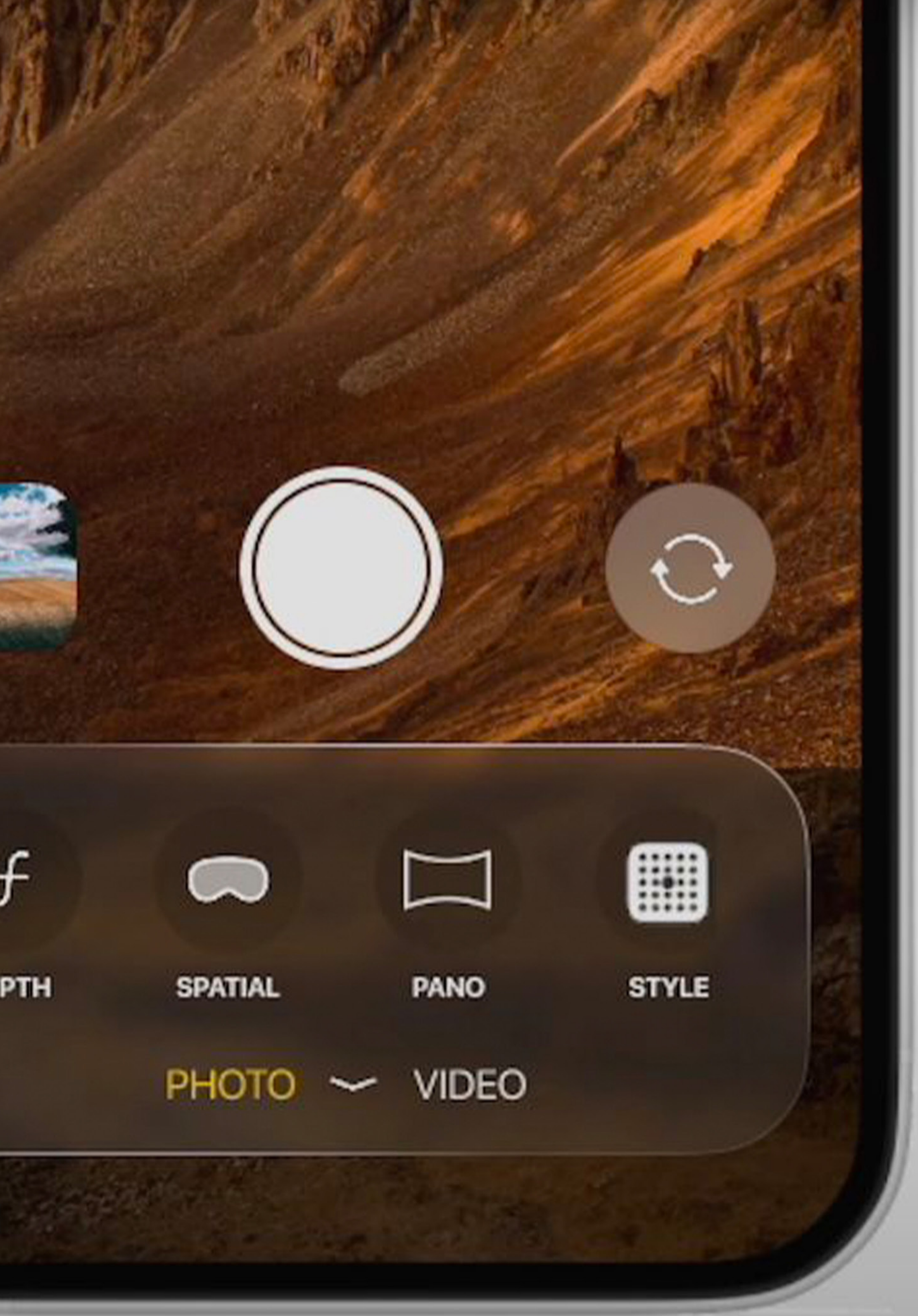
WHAT'S NEXT

Apple's tight-lipped, as always—WWDC 2025 will spill the real beans. Expect a developer beta in June, a public test by July, and the full drop in September with the iPhone 17. For now, Bloomberg's scoop sets the stage: a redesign that's big but grounded, flashy yet functional.

For the average iPhone owner, it's an enticing tease. A revamped look could make daily tasks—like snapping a photo or checking notifications—feel new again. A chattier Siri might finally nail those offhand requests. And with Apple Intelligence humming along, the iPhone could edge closer to that "just knows me" vibe users crave.

This week's rumor isn't about promises—it's about potential. For US tech users, iOS 19 could be a refresh that hits the sweet spot: bold enough to notice, simple enough to love. Come September, your iPhone might not just update—it might evolve.

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Elon Musk's xAI is making waves this week with Grok, a super-smart AI powered by a massive computer setup that's hard to wrap your head around. Think of it as a giant brain, built with Nvidia's help, designed to answer your questions—big ones like "Are we alone in the universe?" or small ones like "What's for dinner?" It's not some far-off sci-fi tale; it's here, and it's about to make your tech life a whole lot easier.

xAI revealed Grok's latest version is already outthinking other AIs, thanks to a powerhouse called Colossus. This thing's packed with 200,000 Nvidia chips—imagine a room full of tiny engines all revving at once—and Musk's team plans to crank it up to 1 million soon. For regular folks, this means an AI that's quick, clever, and ready to help with whatever you throw at it, from planning a road trip to fixing a tricky work problem.

Musk isn't messing around. He's built this beast in record time, and it's running on pure grit and innovation. For you, it's less about the techy details and more about what it does—think of Grok as your new go-to buddy who's always got the right answer, no waiting required.

COLOSSUS: THE BIG BRAIN BEHIND IT

Picture Colossus as the world's busiest library, but instead of books, it's got 200,000 little powerhouses called Nvidia H100 chips. Each one's like a mini-computer, petaflops to make Grok smarter every day. xAI says they're aiming for 1 million of these—enough juice to outmuscle anything else out there.

These chips aren't just sitting pretty—they're working hard. They're the reason Grok can

figure things out so fast, whether it's solving a math puzzle or writing a quick note for you. And Musk's not stopping—he's already eyeing newer, faster chips to keep the whole operation humming. For regular people, it's like having a friend who's always one step ahead, ready to lend a hand.

It takes a lot of energy to keep this going, though. Think of it like running a small town's worth of lights—Musk's got Tesla batteries on the case to smooth it out. It's a practical fix, not a perfect one, but it means Grok's up and running for you, not stuck in the dark.

GROK: YOUR NEW SMART SIDEKICK

Grok's the star here, and it's built to impress. This week, it's showing off skills that beat out big names like ChatGPT—think of it as the new kid who's already acing every test. It's great at math, science, even coding, but you don't need to be a genius to use it. Ask it anything, and it delivers straight-up answers.

What's cool is how it keeps getting better. xAI's tweaking it daily—imagine a chef perfecting a recipe overnight. One day it's good; the next, it's great. For you, that means every time you check in, Grok's a little sharper, a little handier—whether you're asking about the stars or just trying to sort your schedule.

It's not about fancy tech words—it's about real help. Planning a weekend getaway? Grok maps it out. Stuck on a work task? It's got your back. For regular folks, it's like having a super-smart pal who's always around, no appointment needed.

NVIDIA

NVIDIA: THE POWER BOOST

Nvidia's the secret sauce. Those 200,000 chips? They're Nvidia's best, and they're why Grok doesn't stumble over tough questions. Each one's like a tiny rocket, blasting through calculations so fast you'd never notice the work behind it. xAI's got plans to grab even more—800,000 extra, plus some new ones that are five times quicker.

Musk and Nvidia go way back—he's used their stuff in Tesla cars for years. Here, it's all about teamwork: Nvidia chips, xAI's ideas, and a sprinkle of Musk magic. They built Colossus in just over four months—faster than most people renovate a kitchen. For you, it's simple: this speed means Grok's always ready, no excuses.

Sure, it guzzles power—enough to light up a big neighborhood. But Musk's keeping it practical with Tesla's help, focusing on results over perfection. You get the upside: an AI that's on, not off dreaming about green awards.

WHAT'S IN IT FOR YOU

Here's where it gets fun. Grok's like your personal assistant, but way smarter. Need to write an email? It's done, polished, and quick. Planning a trip? It picks the best stops, no fuss. Tech fans might love the numbers—200,000 chips, top scores—but regular folks just enjoy the perks: answers that work, every time.

It's tied to X, too—Musk's social platform. Imagine Grok chiming in on your posts, keeping things sharp or spotting fakes. X had a hiccup this week, but Grok could make it tougher, smoother. For you, it's a feed that's less mess, more sense.

The scale's wild—Colossus can handle millions of people at once. No line, no lag—your question gets answered the second you ask. With 1 million chips coming, it's like xAI's building a brain for the whole planet, and you've got a front-row seat.

WHERE IT'S HEADED

Musk's got big plans—1 million chips is just the start. Grok's next version is already in the works, aiming to be even quicker, even cleverer. For regular people, it's like your trusty phone getting a free upgrade every year—better tools, no extra cost.

Nvidia's all in—new chips mean Grok stays ahead of the pack. Musk calls it a "gigafactory of compute," and it's pure hustle: build fast, win big. Tech fans track the details; you just get a smarter AI every time you check in.

xAI's Grok isn't some lab experiment—it's live, growing, and here for you. By Friday, it'll be even bigger, sharper. For US tech users, it's a helper that cuts through the noise, delivering real answers with a side of Musk's fearless drive.

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APPLE VISION PRO ROCKS WITH METALLICA: AN IMMERSIVE CONCERT EXPERIENCE UNLEASHED

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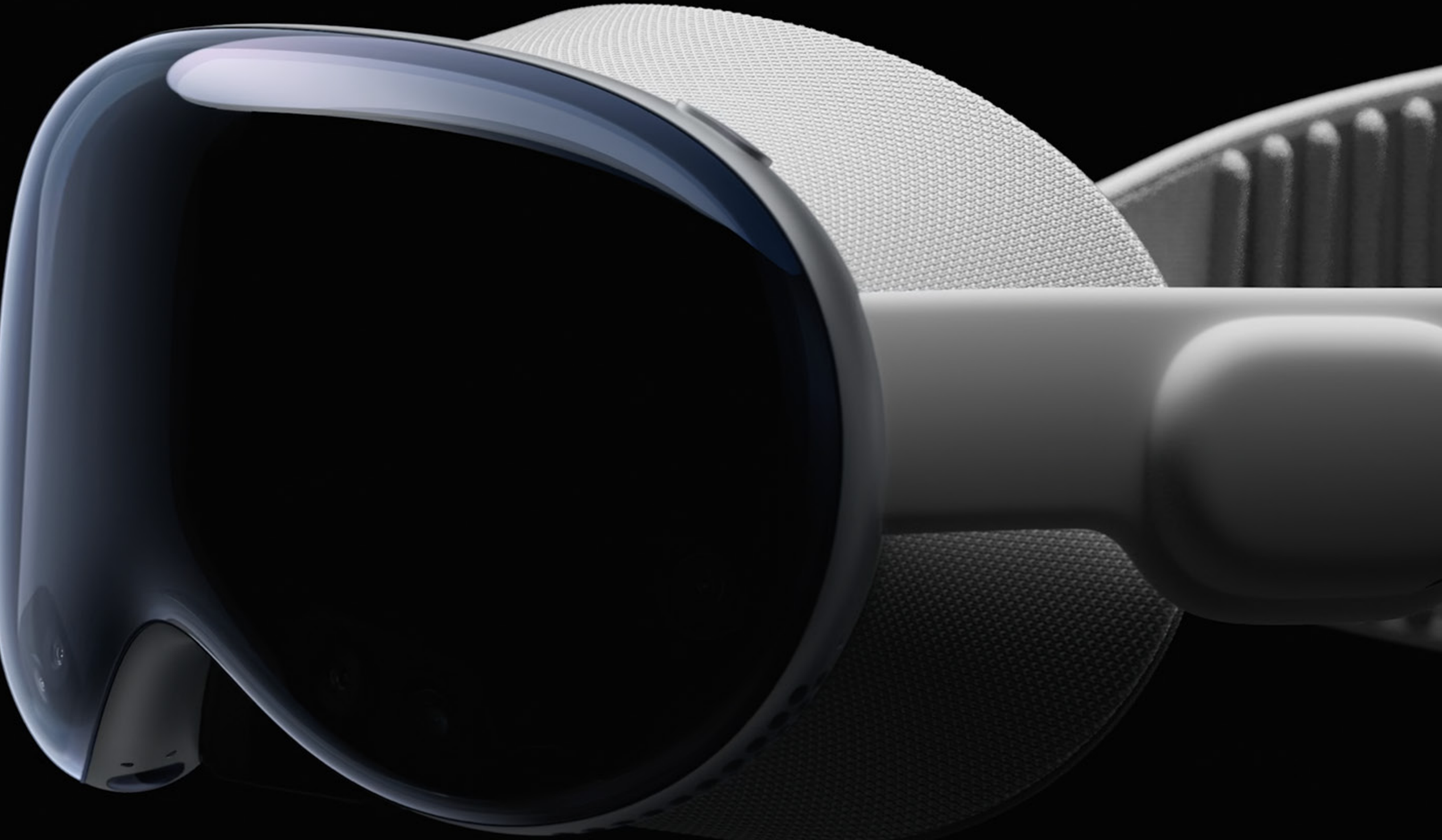
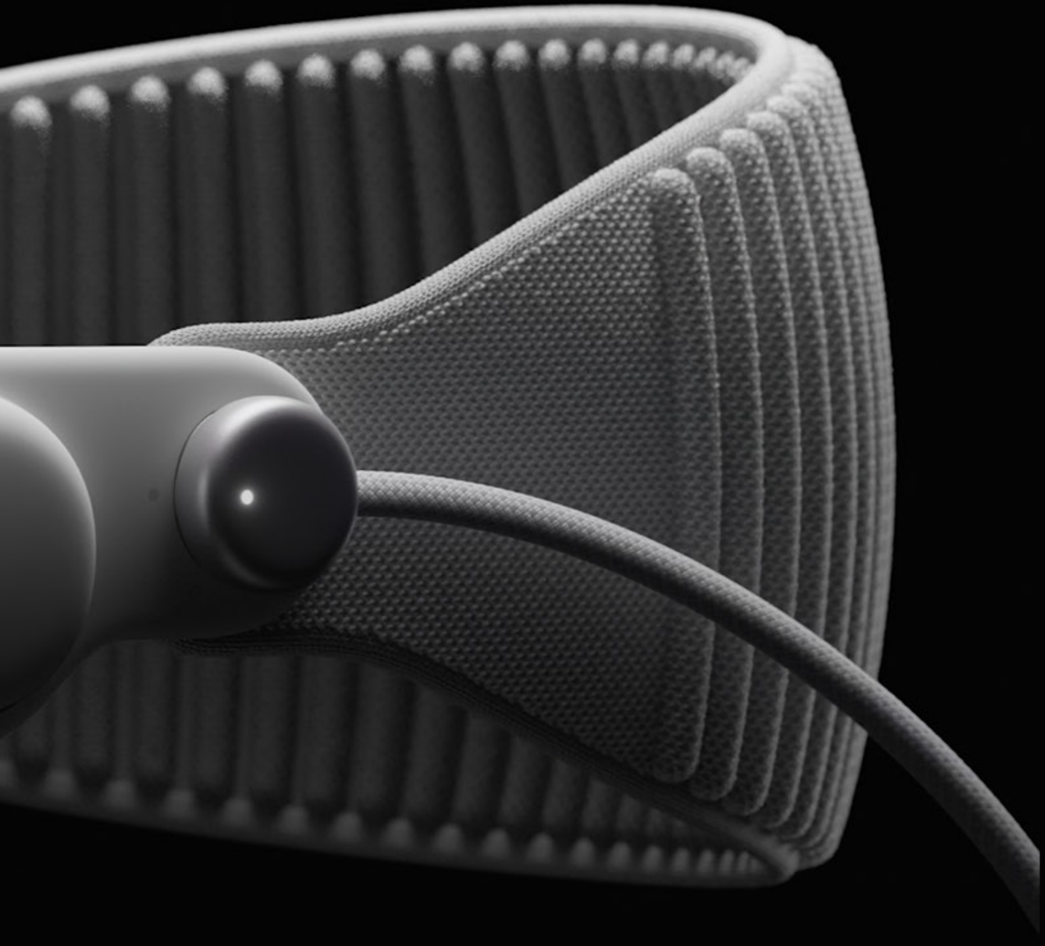




Apple has rolled out a groundbreaking addition to its Vision Pro lineup, unveiling an immersive concert experience featuring Metallica that promises to redefine how fans experience live music. Set to debut on March 14, 2025, this exclusive Apple Immersive Video captures the raw energy of Metallica's sold-out M72 World Tour finale in Mexico City, spotlighting full performances of three iconic tracks—"Whiplash," "One," and "Enter Sandman." For tech enthusiasts and music lovers alike, it's a front-row ticket to a concert like no other, delivered through the cutting-edge spatial computing of the Apple Vision Pro headset.

Filmed with a custom stage setup boasting 14 Apple Immersive Video cameras, this production leverages ultra-high-resolution 180-degree visuals and Spatial Audio to plunge viewers into the heart of the action. From the famed Snake Pit—a prime spot amid the band's in-the-round stage—to sweeping wide-angle views, the experience offers unparalleled access to James Hetfield, Lars Ulrich, Kirk Hammett, and Robert Trujillo. Apple reports over 65,000 fans fueled the Mexico City show's electric atmosphere, a vibe now bottled for Vision Pro users to relive at home or preview at Apple Stores starting March 14.

This isn't just a concert film—it's a leap in storytelling, blending Metallica's boundary-pushing legacy with Apple's tech prowess. Available free via the Apple TV app on Vision Pro, it's a taste of how immersive media can transform entertainment, making it a must-try for anyone with the $3,499 headset or a demo booking. Alongside it, a new EP, M72 World Tour: Mexico City, lands on Apple Music in Spatial Audio, syncing the audio thrill with the visual spectacle.

THE METALLICA MOMENT: ON STAGE AND IN YOUR FACE

Metallica's no stranger to shaking things up, and this project fits their mold. Lars Ulrich, the band's drummer, calls it "game changing," a sentiment echoed in his chat with Apple Music's Zane Lowe at SXSW 2025. Lowe, a lifelong music fan, raved about the experience: "It's not just the best seat in the house—it's like you're in the only seat on stage." Their full conversation, available on the SXSW YouTube channel, dives into how this immersive format captures the band's connection with fans and their relentless drive to innovate.

The setup was no small feat—Apple engineered a bespoke stage layout, mixing stabilized, cable-suspended, and remote-controlled dolly cameras to snag every angle. Picture this: you're dodging Hetfield's riffs in the Snake Pit one moment, then soaking in the crowd's roar from above the next. The 180-degree video stitches it all together in crisp detail, while Spatial Audio wraps the sound around you—drums thumping, guitars wailing, vocals cutting through. For users, it's less a watch and more a plunge into Metallica's world, a sensory jolt that traditional screens can't touch.

Tor Myhren, Apple's VP of Marketing Communications, sums it up: "With Metallica on Apple Vision Pro, you feel like you're right there: front row, backstage, and even on stage with one of the biggest bands of all time." It's a bold claim, but the tech backs it—delivering a concert that's as close to live as it gets without the ticket stub.

BEYOND THE METAL: MORE IMMERSIVE GOODIES

This Metallica drop isn’t a one-off—Apple’s padding its Vision Pro catalog with more immersive treats. The Adventure series rolls on with “Deep Water Solo,” where climber Kai Lightner tackles Mallorca’s seaside cliffs in a free-solo ascent that’s equal parts breathtaking and nerve-wracking. Then there’s Boundless: Arctic Surfing, plunging viewers into Norway’s icy waves alongside daring surfers. Both episodes lean on the same 180-degree, high-res format, making you feel the spray or the vertigo without leaving your couch.

Sports fans get a swing too—VIP: Yankee Stadium lands April 4, 2025, offering an all-access pass to the Bronx’s baseball mecca. Broadcasting legend Joe Buck guides you through a Yankees-Dodgers clash, weaving in the stadium’s lore with staff, fans, and game-day vibes. It’s a tie-in to Apple TV+’s Friday Night Baseball, returning March 28, and a slam dunk for anyone who loves the crack of the bat.

For a different beat, Bono: Stories of Surrender (Immersive) hits May 30, 2025, syncing with its Apple TV+ debut. This feature-length film plants you onstage with Bono as he unpacks his life—family, faith, and fame—in a raw, reflective tale. It’s the first full-length immersive video for Vision Pro, showcasing U2’s frontman’s knack for blending art with tech innovation. Each title builds on Apple’s vision: immersive storytelling that’s visceral, not just visual.

HOW IT HITS HOME

For Vision Pro owners, this is the payoff—content that justifies the headset's hefty price tag. The Metallica experience, free in the TV app, drops you into a concert with a realism that flat screens can't muster. Want a taste without buying? Book a demo at an Apple Store starting March 14—locations in the US, UK, Canada, and beyond are rolling out extended previews. It's a smart move: let users feel the thrill, from the Snake Pit's chaos to the stage's sweat, and see what $3,499 buys.

The EP on Apple Music ties it together—Spatial Audio versions of "Whiplash," "One," and "Enter Sandman" let AirPods Pro or Max users hear the Mexico City roar in 3D sound. It's a cross-platform flex, syncing Vision Pro's visuals with Music's audio chops. For families or fans, it's a weekend plan: crank the tunes, then dive into the show—verify the TV-14 rating for mild intensity, but it's Metallica, so expect some edge.

Availability's broad—Vision Pro's live in 13 countries, from Australia to the UAE, with demos at every supporting Apple Store. Subtitles in multiple languages widen the net, though China mainland users tap Migu Video or Tencent Video apps for select titles. At $9.99 monthly, Apple TV+ (with a seven-day trial or three months free on new device purchases) keeps the ecosystem humming, but this Metallica gem's a no-cost bonus for Vision Pro faithful.

THE BIGGER STAGE

Apple's not new to rocking the boat—think The Weeknd: Open Hearts in 2024 or MLS Season Pass since 2023. This Metallica collab, though, ups the ante, marrying a metal titan's live legacy with

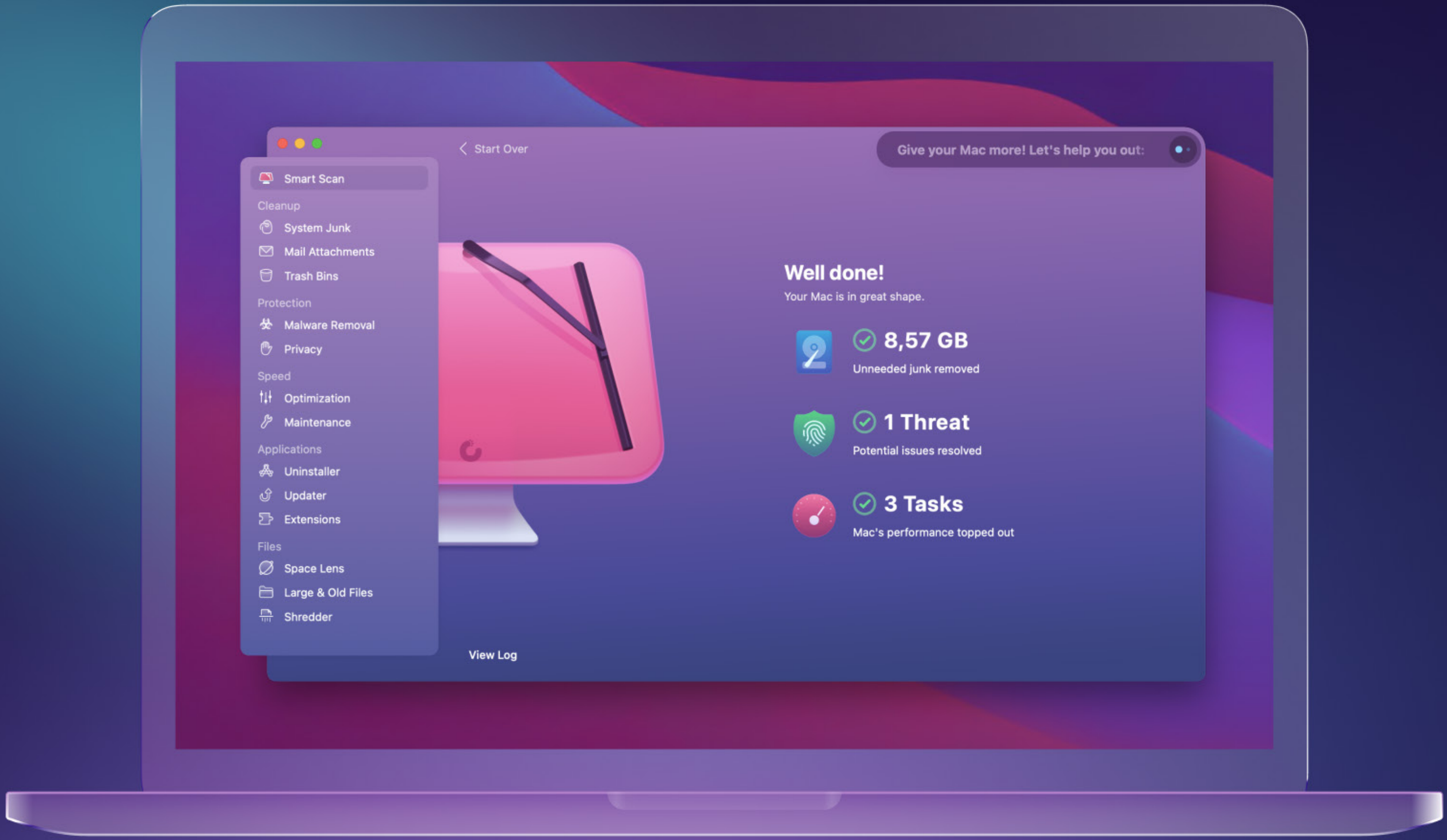
Vision Pro's spatial wizardry. It's a proof-of-concept: immersive video can turn concerts into events you don't just watch—you live. The 14-camera rig, weaving stabilized shots with dynamic dollies, sets a bar for future acts—imagine Springsteen or Beyoncé next.

Competing streamers like Netflix or Disney+ lean on 2D libraries, but Apple's betting on immersion—sports with Yankee Stadium, music with Metallica, narratives with Bono. It's a niche play, sure—Vision Pro's a premium toy—but it's carving a lane. For users, it's less about replacing your TV and more about adding a dimension: a concert that's yours, not a crowd's.

The past couple years have seen streaming pivot—Apple's MLB deal in 2022, Peacock's Olympics push, Hulu's live sports tier. Metallica's drop fits this wave, amplifying Apple TV+'s sports cred (Friday Night Baseball) with a music twist. It's a signal: streaming's not just reruns—it's live, loud, and in your face, with Apple leading the charge.

THE FINAL CHORD

Metallica on Vision Pro isn't a gimmick—it's a milestone. Three songs, 180 degrees, and a soundscape that wraps around you—it's the closest you'll get to Mexico City's 65,000-strong roar without a plane ticket. For US tech users, it's a weekend treat: demo it, stream it, crank it. Apple's not just selling a headset—it's selling a stage, and Metallica's the perfect encore.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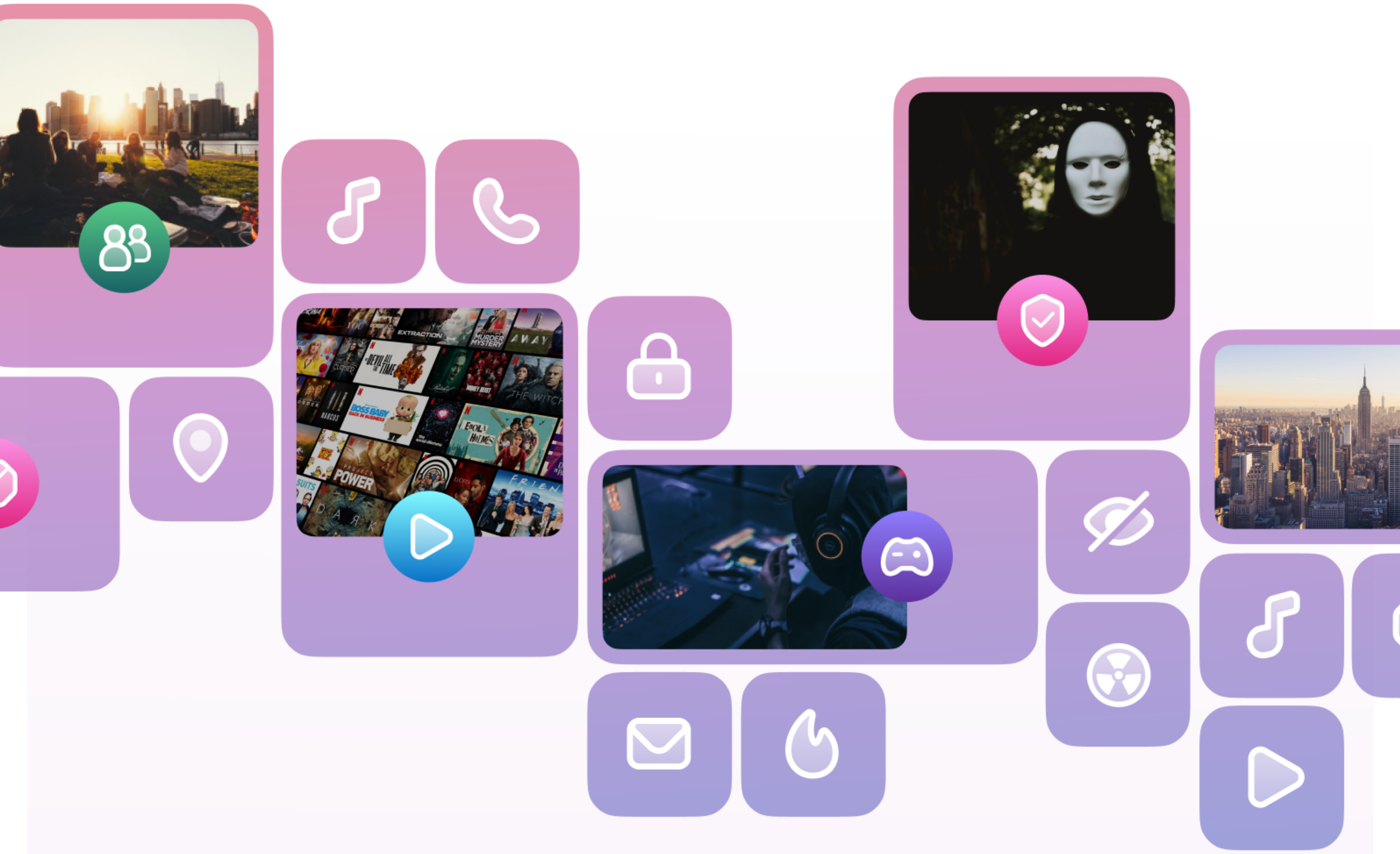

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Making the Natural World Our Classroom
Words by Sarah Murguia
When people think about learning environments, they typically imagine a classroom or auditorium. However, many schools are increasingly embracing nature as a place to learn about all subjects, from science to the arts.
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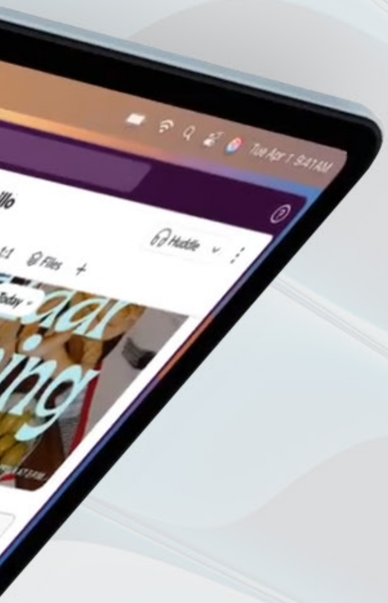


MacBook Air

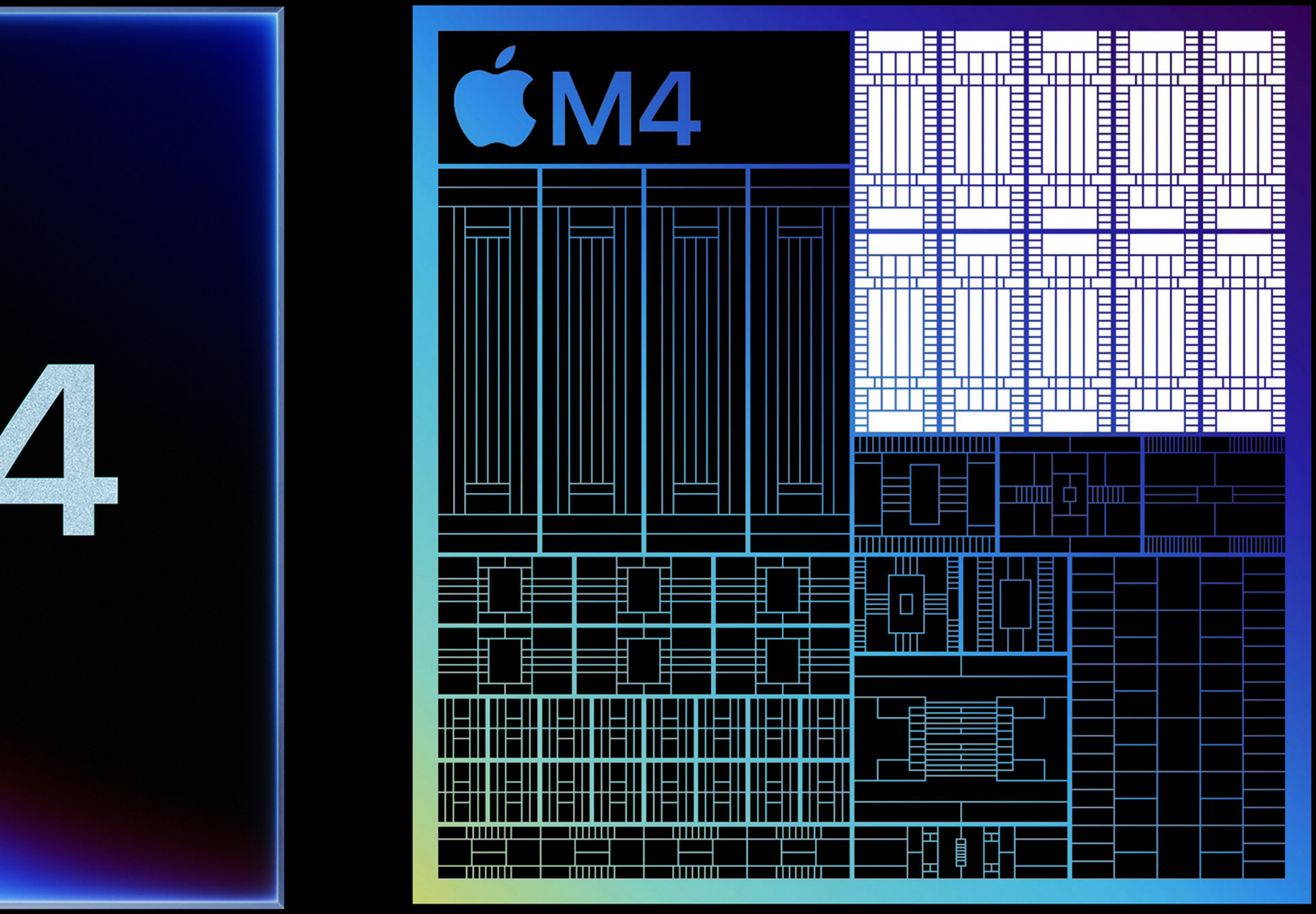
THE POWER OF THE M4 CHIP MEETS ULTRA-PORTABILITY

Apple’s MacBook Air has long been the gold standard for laptops that don’t weigh you down, and the new MacBook Air powered by the M4 chip is no exception. With Apple Intelligence woven into macOS Sequoia, a new 12MP Center Stage camera, and support for two external 6K displays, this machine blends minimalist design with maximalist capability.

M4 MACBOOK AIR

From its inception, the MacBook Air has been about stripping away the unnecessary. There are no moving parts or clunky fans, just a sleek aluminum slab that slips into a bag and stays silent. At under half an inch thick, the new 13-inch model (starting at $999, $899 for education) and 15-inch version ($1,199, $1,099 for education) keep that ethos alive. The fanless design isn't just a flex; it's practical. No whirring means no distractions during a Zoom call or late-night Netflix binge. **Apple has leaned on its silicon wizardry to pull this off** since the M1 debuted in 2020, and the M4 takes it further. Built on TSMC's 3nm process, this chip sips power while delivering muscle, up to 18 hours of battery life per Apple's testing. That's six hours more than the fastest Intel-based Airs, a boon for anyone who's ever hunted for an outlet mid-flight.

The M4 chip is the heart of this upgrade and is a beast. With a 10-core CPU and up to a 10-core GPU, it's twice as fast as the M1 MacBook Air, per Apple's January 2025 benchmarks. Compared to the zippiest Intel Air, a 1.2GHz quad-core i7, it's 23 times faster. Spreadsheet junkies will see Excel calculations zip by 4.7x quicker than that Intel relic, while iMovie edits clock in 8x faster. Even against the M1, video editing doubles speed, and Photoshop tweaks jump 2x. The Neural Engine, 3x faster than M1's, turbocharges AI tasks. Think auto-enhancing photos or scrubbing noise from video clips. Starting at 16GB of unified memory (upgradable to 32GB), it's overkill for browsing or streaming but a godsend for creators juggling 4K projects or coders running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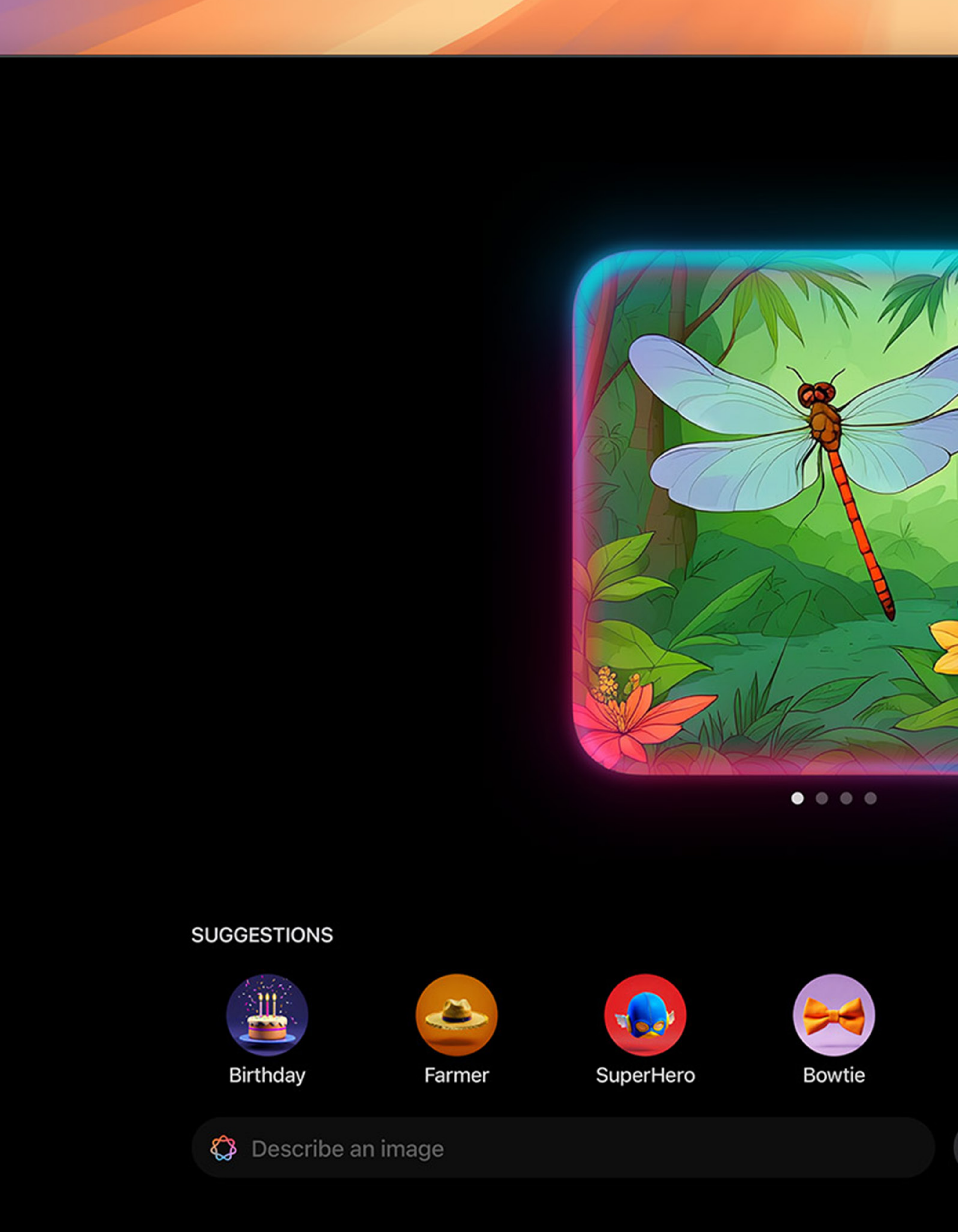
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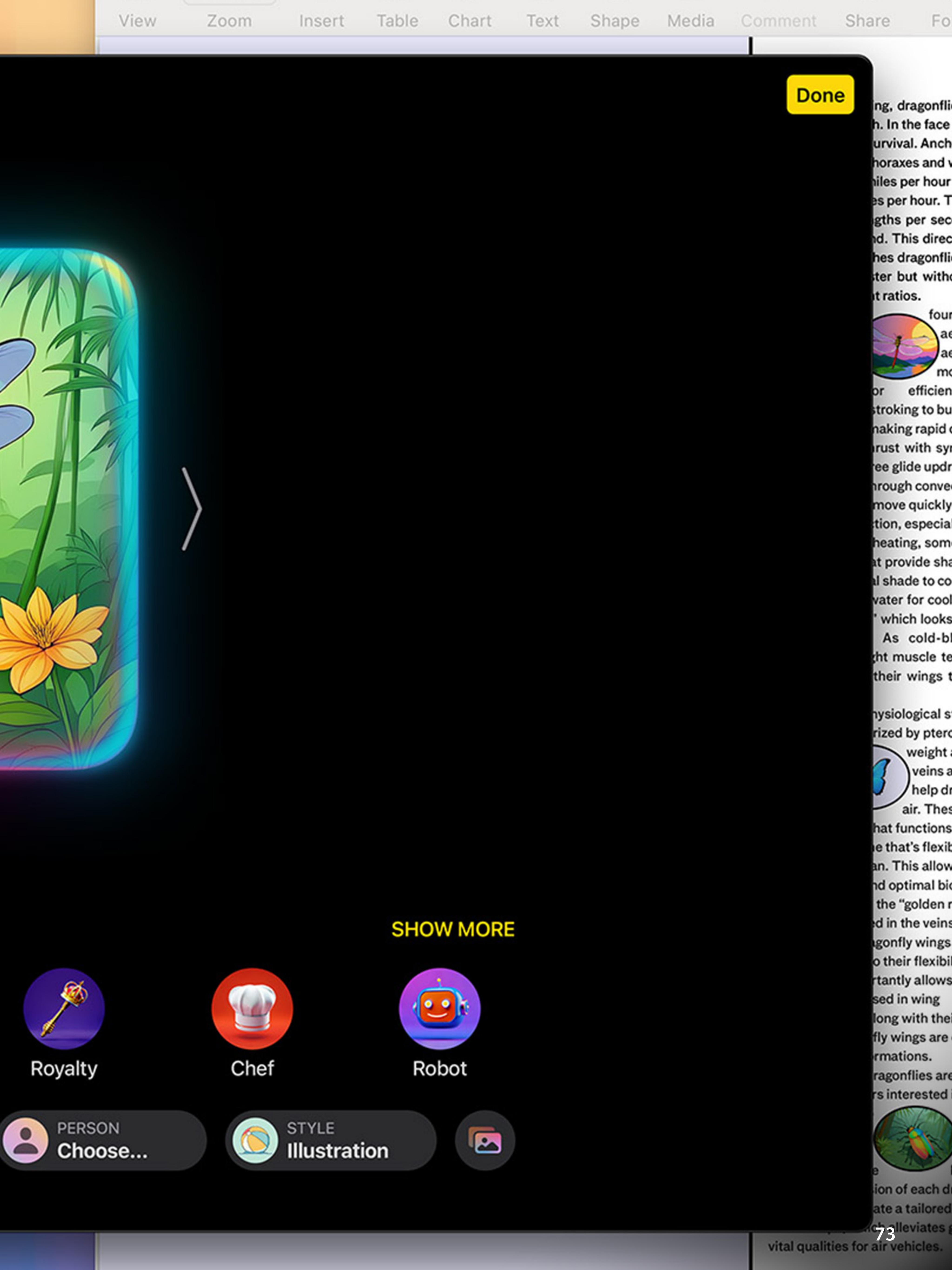
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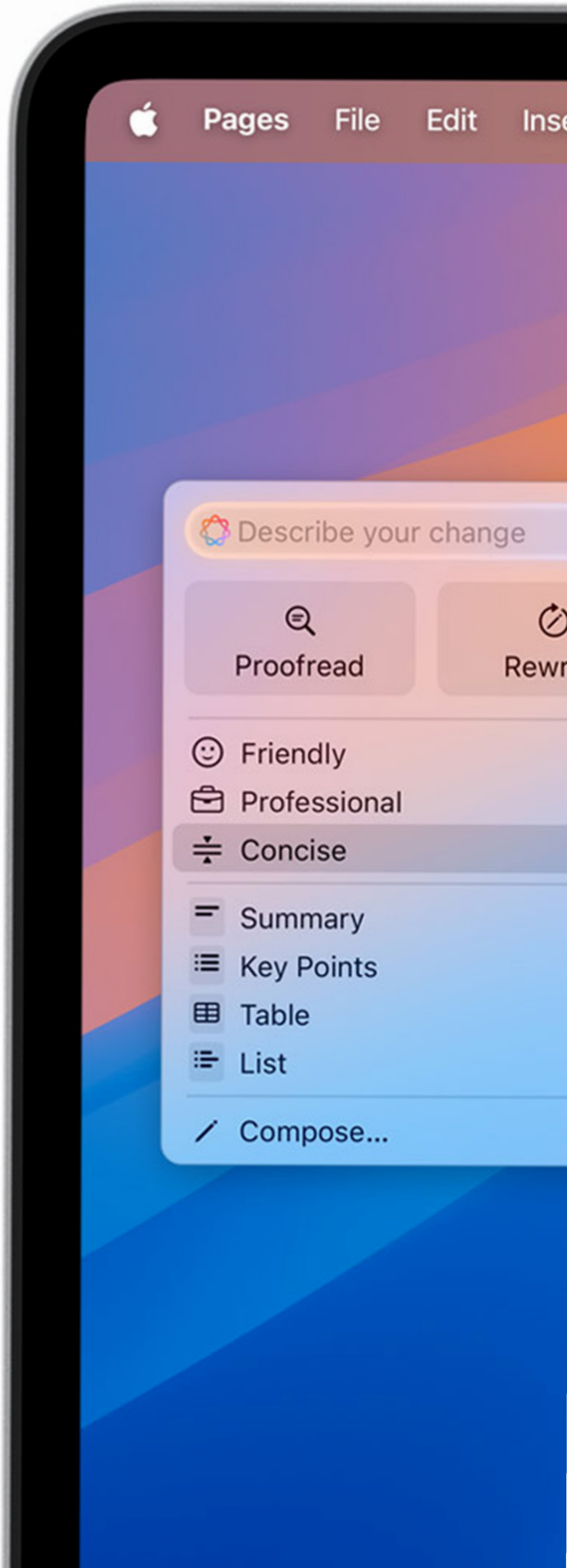
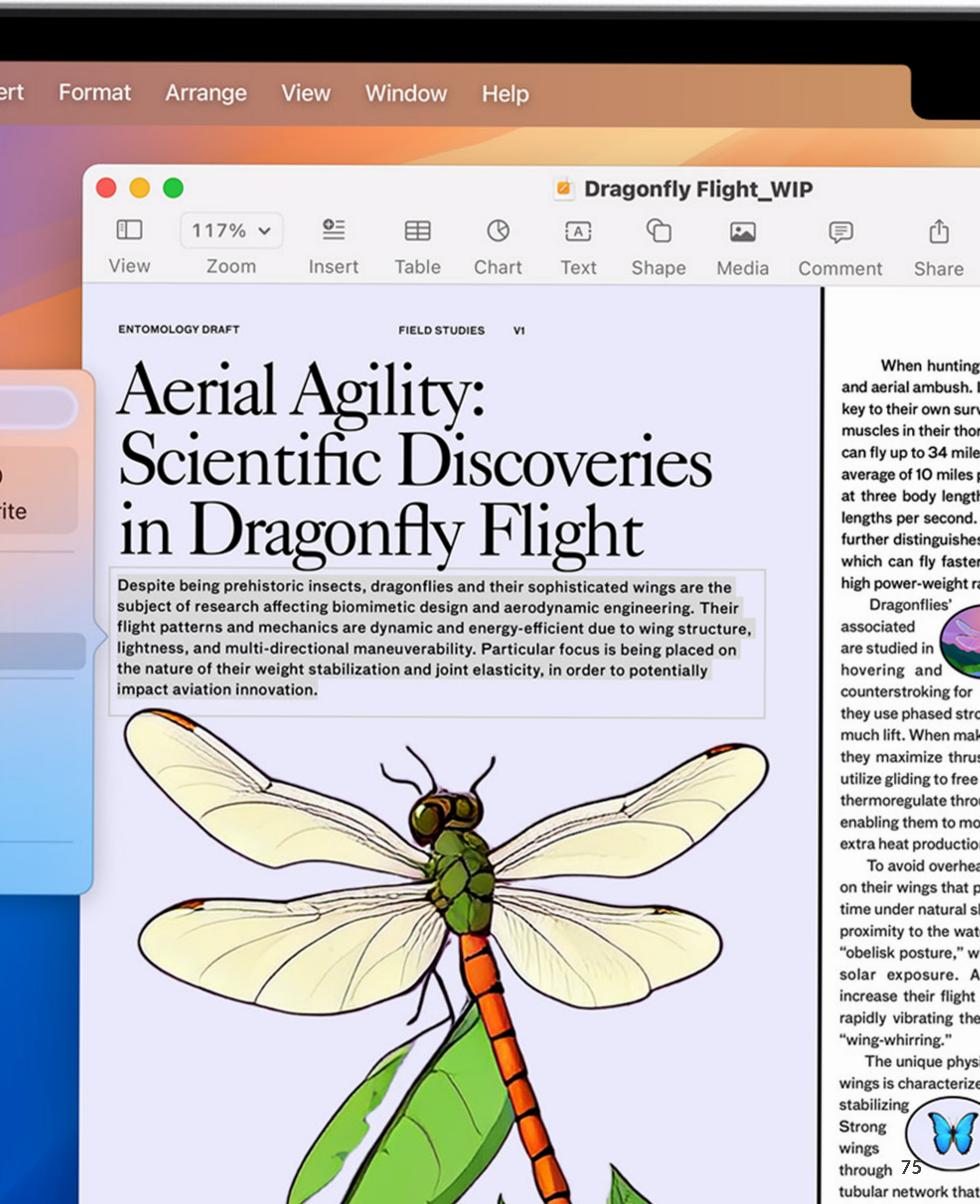
virtual machines. Why so much power in a slim chassis? Apple's betting most users won't max it out, but when they need it, it's there.

The Air's not chasing the MacBook Pro's pro-tier crown but about giving everyday folks headroom without complexity. Greg Joswiak, Apple's marketing VP, summed it up in the press release: "MacBook Air is unlike any other laptop." It's a machine that handles email and your next short film without breaking a sweat or making a sound.

APPLE INTELLIGENCE

Enter Apple Intelligence, baked into macOS Sequoia. Image Playground turns doodles into polished art, Genmoji crafts custom emojis, and Writing Tools polish your prose, all on-device, keeping your data private. Siri's sharper, too, seamlessly flipping between voice and text commands, even answering "how do I screenshot?" with step-by-step clarity. Need more? ChatGPT hooks into Siri and Writing Tools for free, no account required, with IP obfuscation ensuring OpenAI doesn't peek at your queries. Private Cloud Compute kicks in for heftier tasks, but no data is stored; it is just processed. It's AI that's useful, not preachy, fitting the Air's ethos of quiet competence. However, if you're buying a new MacBook Air for Apple Intelligence alone, be warned: **the company has delayed several key features until 2026,** with a spokesperson for Apple saying: "Siri helps our users find what they need and get things done quickly, and in just the past six months, we've made Siri more conversational, introduced new features like type to Siri and product knowledge, and added an integration with ChatGPT.





ENTOMOLOGY DRAFT

FIELD STUDIES V1

Aerial Agility: Scientific Discoveries in Dragonfly Flight

Despite being prehistoric insects, dragonflies and their sophisticated wings are the subject of research affecting biomimetic design and aerodynamic engineering. Their flight patterns and mechanics are dynamic and energy-efficient due to wing structure, lightness, and multi-directional maneuverability. Particular focus is being placed on the nature of their weight stabilization and joint elasticity, in order to potentially impact aviation innovation.

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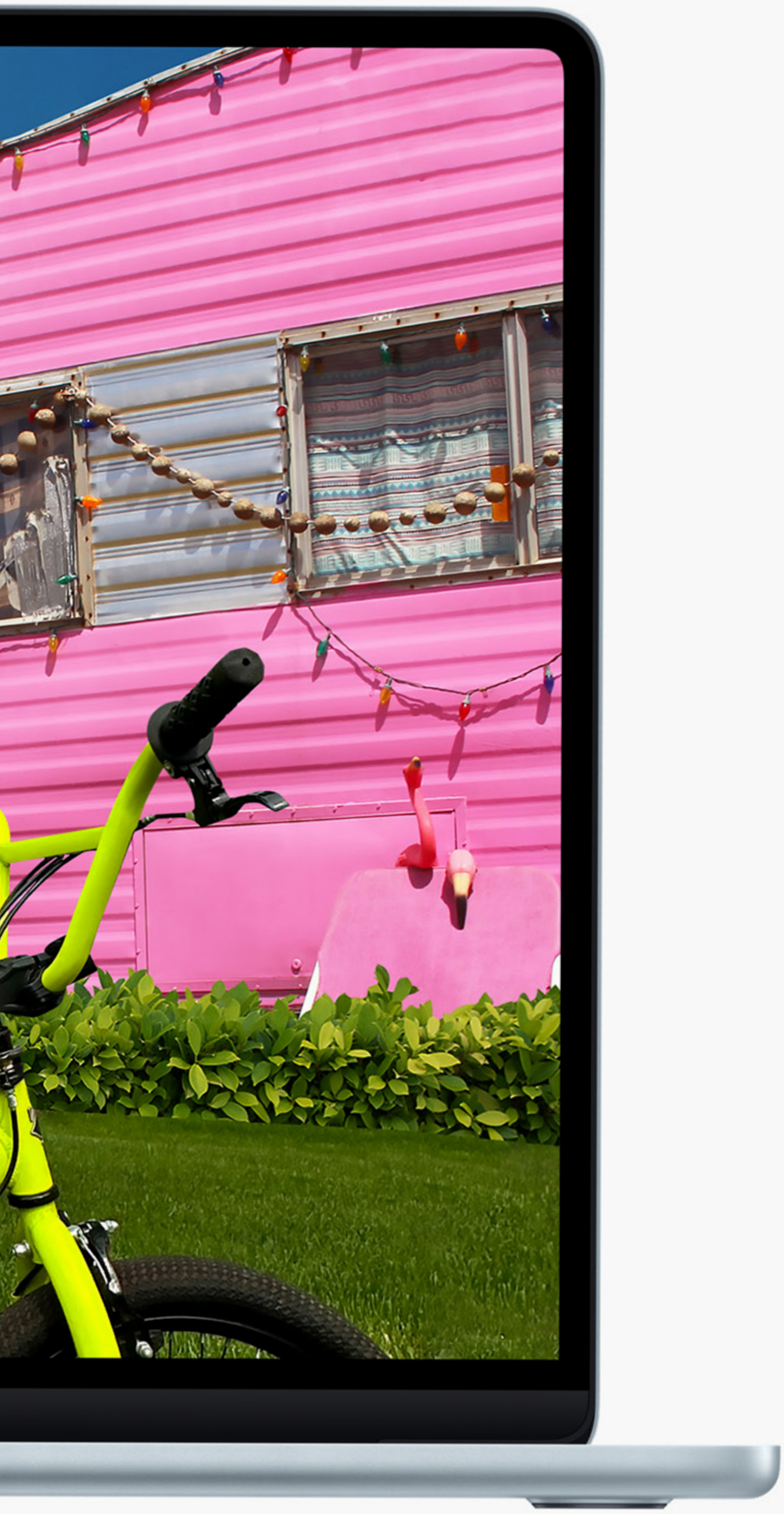

"We've also been working on a more personalized Siri, giving it more awareness of your context and the ability to take action for you within and across your apps. It will take us longer than we thought to deliver on these features, and we anticipate rolling them out in the coming year."

UNDER-THE-HOOD CHANGES

The Air's Liquid Retinadisplays, 13.6 or 15.3 inches, shine with 500 nits and a billion colors, doubling the resolution of comparable PC laptops. Text pops, photos dazzle, and now you can hook up two 6K external monitors alongside the built-in screen. That's a game-changer for multitaskers—spreadsheets on one, Slack on another, notes on the Air itself. Students cramming in dorms or pros juggling clients will love the flexibility. It's not just about screen real estate; it's about workflow freedom, all from a device you can toss in a backpack.

The new **12MP Center Stage camera** is a quiet star. It tracks you as you move, framing you on FaceTime or Teams calls, perfect for pacing professors or fidgety kids. Desk View adds a top-down shot of your workspace, which is ideal for showing off a sketch or prototype. Pair that with a three-mic array for crisp audio and Spatial Audio speakers with Dolby Atmos, and you've got an "immerscide" sound system (yes, Apple's coinage) that turns movie night into a mini-theater. No, it won't rattle the walls like a subwoofer, but it's immersive enough to make you forget you're on a laptop.

MagSafe charging hits 50% in 30 minutes, great for airport dashes. Touch ID locks down security with a fingerprint, doubling your

CorkCo

Jess Madden, Trudi Hudson
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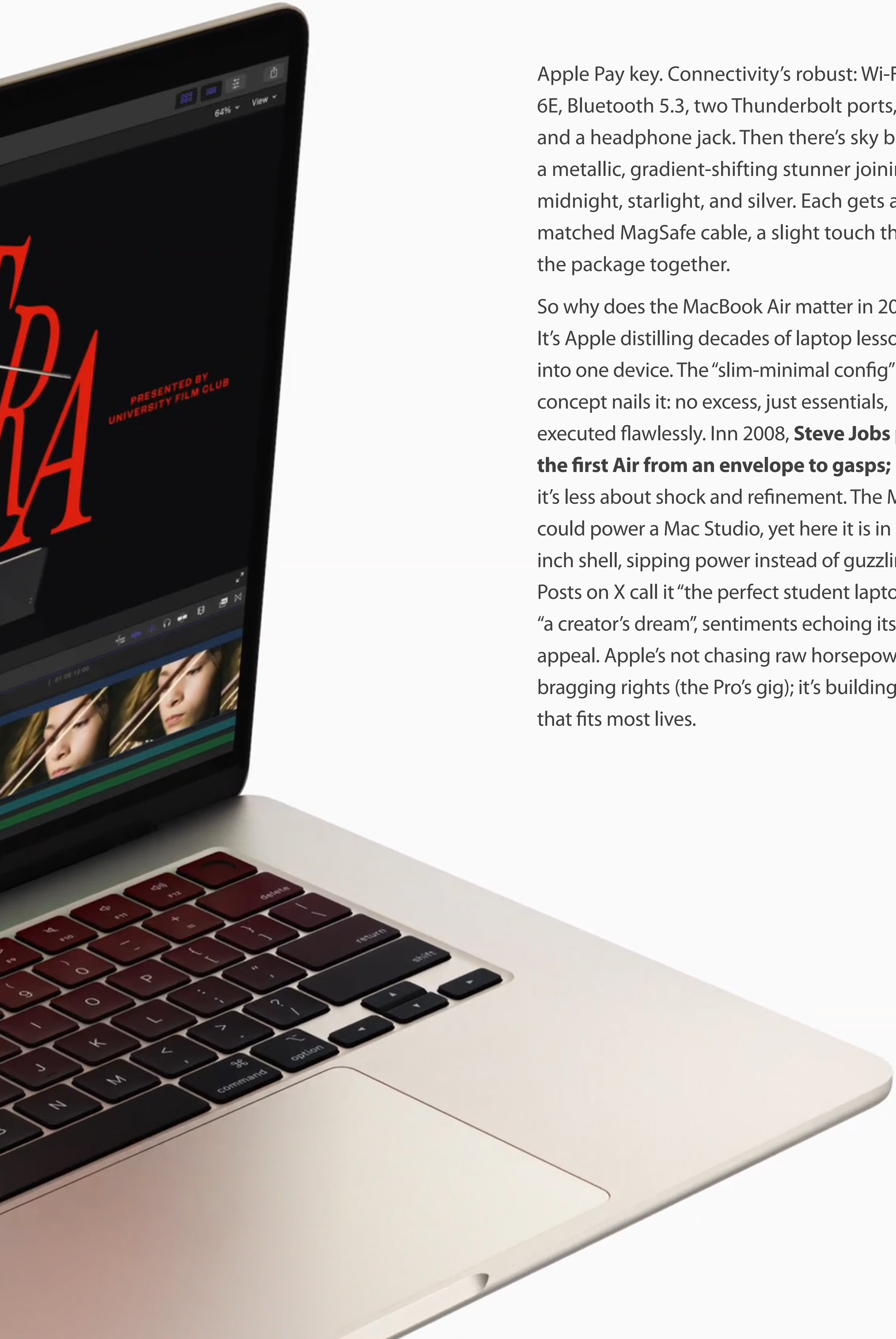


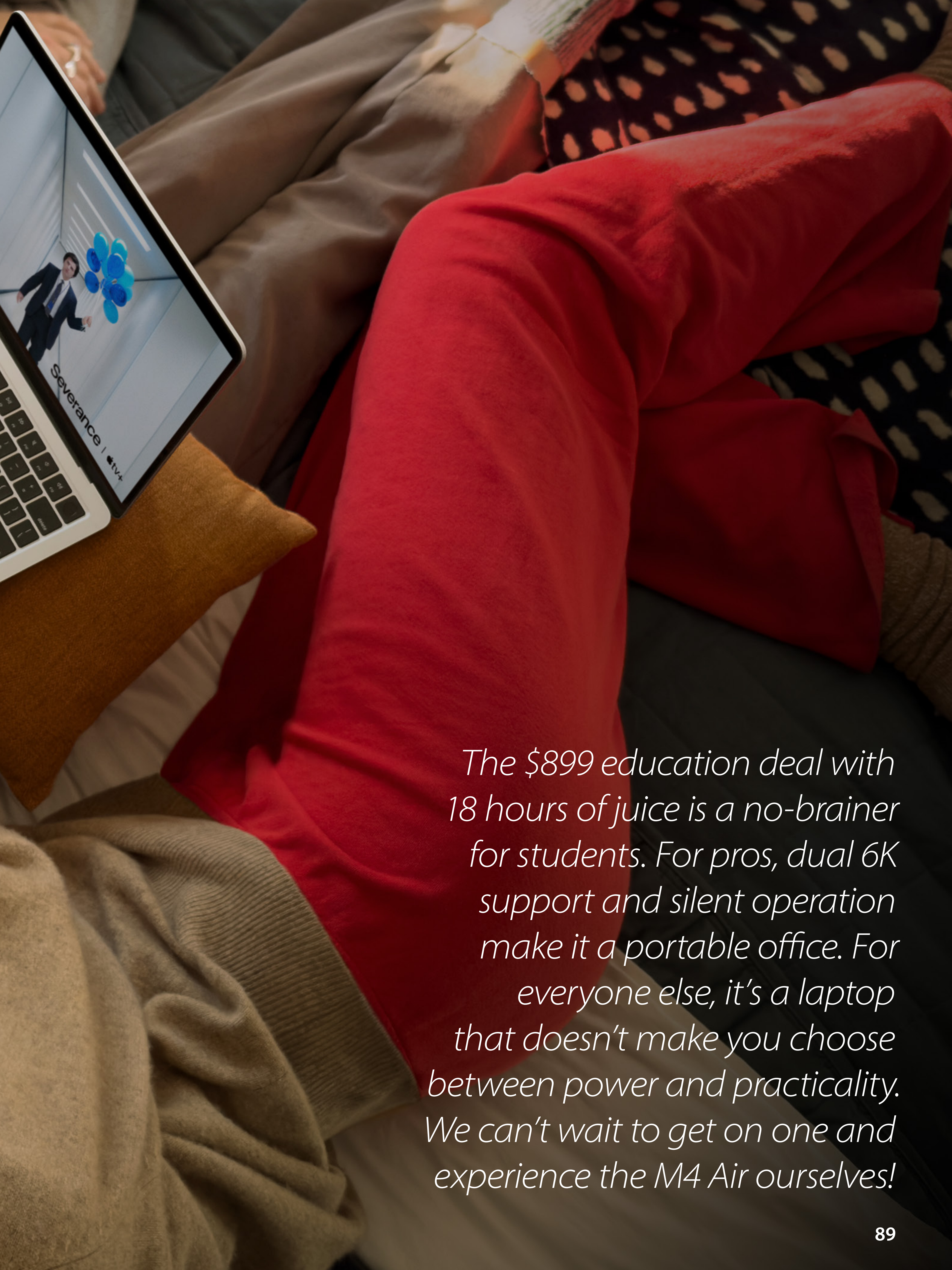
Apple Pay key. Connectivity's robust: Wi-Fi 6E, Bluetooth 5.3, two Thunderbolt ports, and a headphone jack. Then there's sky blue, a metallic, gradient-shifting stunner joining midnight, starlight, and silver. Each gets a color-matched MagSafe cable, a slight touch that ties the package together.

So why does the MacBook Air matter in 2025? It's Apple distilling decades of laptop lessons into one device. The "slim-minimal config" concept nails it: no excess, just essentials, executed flawlessly. Inn 2008, **Steve Jobs pulled the first Air from an envelope to gasps;** today, it's less about shock and refinement. The M4 could power a Mac Studio, yet here it is in a half-inch shell, sipping power instead of guzzling it. Posts on X call it "the perfect student laptop" or "a creator's dream", sentiments echoing its broad appeal. Apple's not chasing raw horsepower bragging rights (the Pro's gig); it's building a tool that fits most lives.

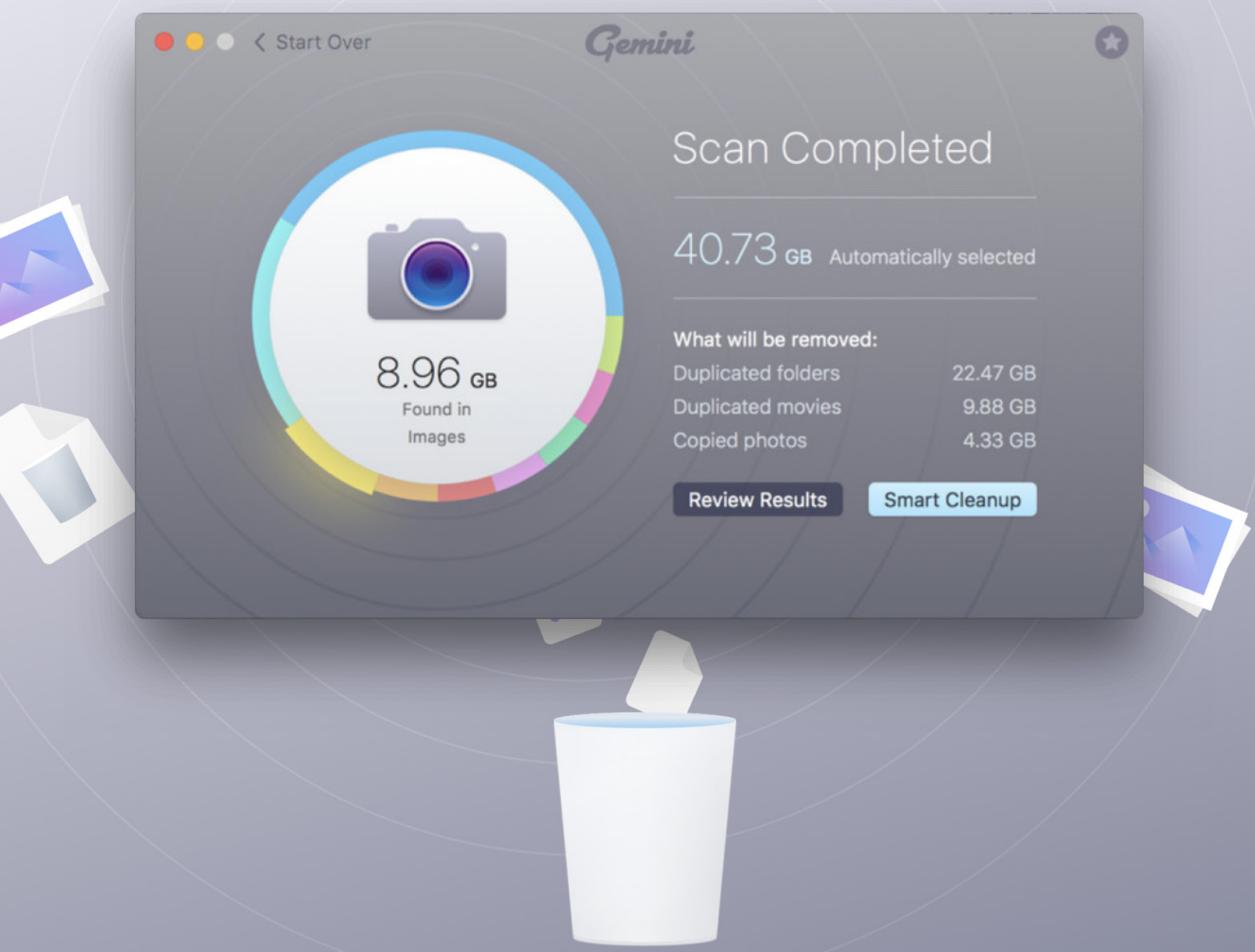
The $999 price (just $899 for education) seals the deal. It undercuts the previous $1,099 entry, a rare move from a company not known for slashing tags. Compare that to PC rivals like Dell's XPS 13 or HP's Spectre x360, which hover around $1,200 with lesser battery life and no AI suite like Apple Intelligence. The Air's 55% recycled content, including 100% recycled aluminum and lithium, also nods to Apple's 2030 carbon-neutral goal, a green cred that doesn't compromise performance.

ote Bag

This MacBook Air lands as tech's pace accelerates. With TSMC's U.S. fabs scaling up, per Bloomberg, Apple's supply chain can handle demand without the shortages that dogged 2022's M2 rollout. The M4's efficiency means it's ready for tomorrow's apps. Think AI-driven video tools or next-gen games like Civilization VII on macOS Sequoia. It's not about maxing out today but not lagging in 2028.



The $899 education deal with 18 hours of juice is a no-brainer for students. For pros, dual 6K support and silent operation make it a portable office. For everyone else, it's a laptop that doesn't make you choose between power and practicality. We can't wait to get on one and experience the M4 Air ourselves!



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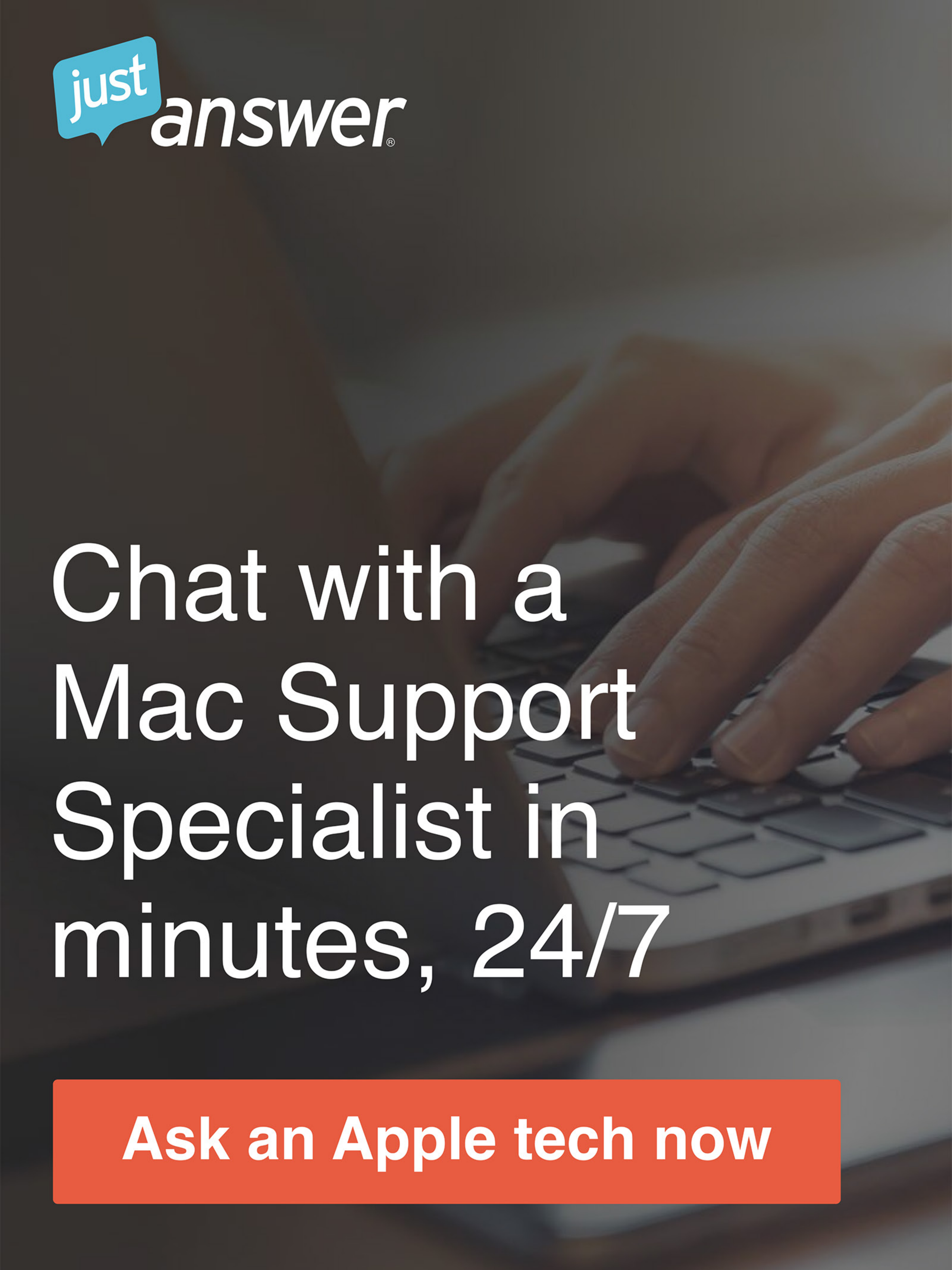

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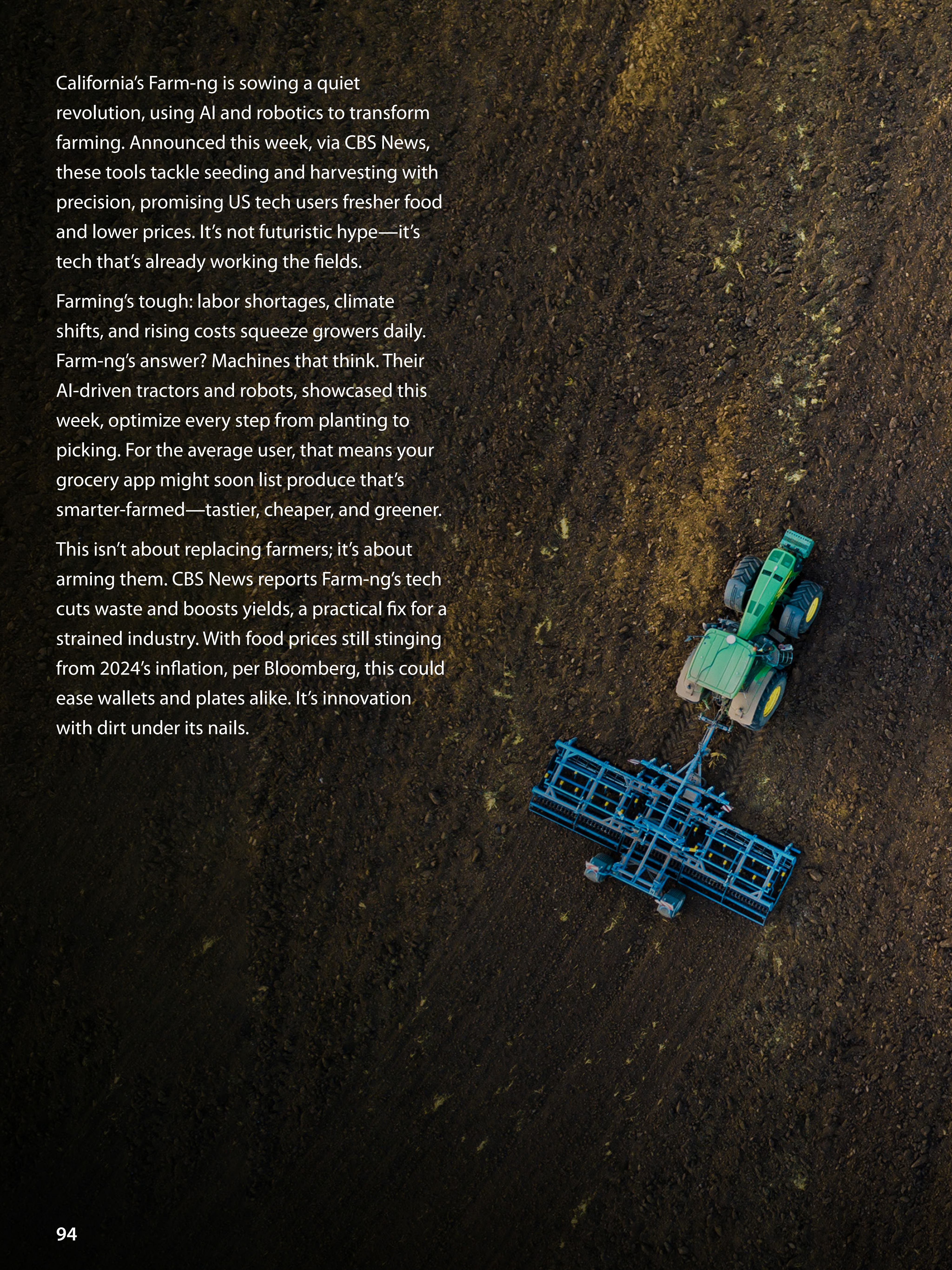
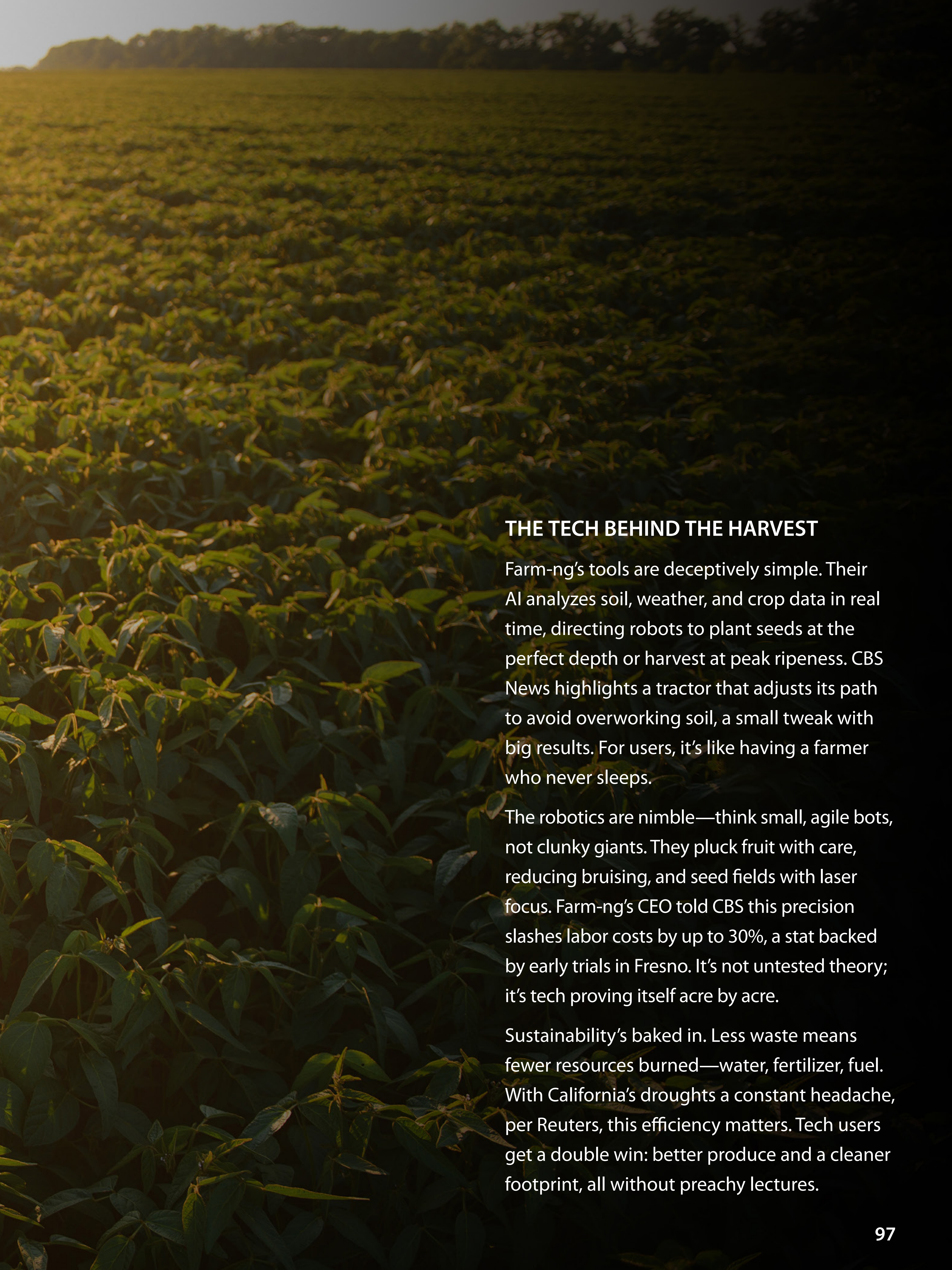
AI-POWERED FARMING TOOLS GAIN TRACTION: FEEDING THE FUTURE



California's Farm-ng is sowing a quiet revolution, using AI and robotics to transform farming. Announced this week, via CBS News, these tools tackle seeding and harvesting with precision, promising US tech users fresher food and lower prices. It's not futuristic hype—it's tech that's already working the fields.

Farming's tough: labor shortages, climate shifts, and rising costs squeeze growers daily. Farm-ng's answer? Machines that think. Their AI-driven tractors and robots, showcased this week, optimize every step from planting to picking. For the average user, that means your grocery app might soon list produce that's smarter-farmed—tastier, cheaper, and greener.

This isn't about replacing farmers; it's about arming them. CBS News reports Farm-ng's tech cuts waste and boosts yields, a practical fix for a strained industry. With food prices still stinging from 2024's inflation, per Bloomberg, this could ease wallets and plates alike. It's innovation with dirt under its nails.



THE TECH BEHIND THE HARVEST

Farm-ng's tools are deceptively simple. Their AI analyzes soil, weather, and crop data in real time, directing robots to plant seeds at the perfect depth or harvest at peak ripeness. CBS News highlights a tractor that adjusts its path to avoid overworking soil, a small tweak with big results. For users, it's like having a farmer who never sleeps.

The robotics are nimble—think small, agile bots, not clunky giants. They pluck fruit with care, reducing bruising, and seed fields with laser focus. Farm-ng's CEO told CBS this precision slashes labor costs by up to 30%, a stat backed by early trials in Fresno. It's not untested theory; it's tech proving itself acre by acre.

Sustainability's baked in. Less waste means fewer resources burned—water, fertilizer, fuel. With California's droughts a constant headache, per Reuters, this efficiency matters. Tech users get a double win: better produce and a cleaner footprint, all without preachy lectures.

FROM FIELD TO TABLE

How does this hit your life? Start with freshness. AI harvesting at peak ripeness means strawberries that taste like summer, not cardboard. CBS News notes Farm-ng's bots can work 24/7, cutting the time from field to store. For app-savvy shoppers, that's a game-changer—your delivery could be hours, not days, old.

Price tags feel it too. Labor's a huge chunk of farming costs—up to 40%, per USDA data. Farm-ng's automation trims that, and savings could trickle down. Bloomberg's 2024 food price index showed a 5% hike; this tech might nudge it back. It's not charity—it's economics, and users reap the reward.

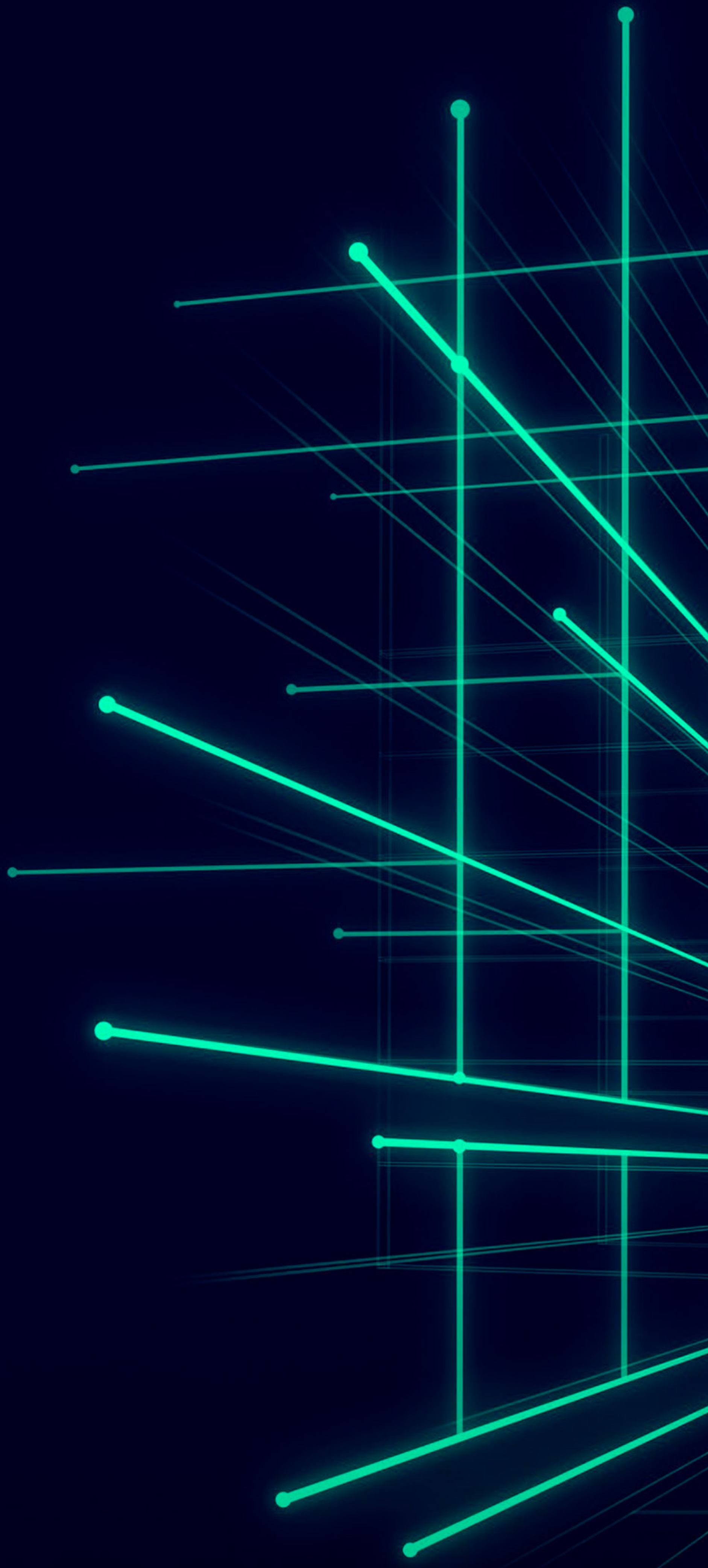
Availability's another perk. Higher yields from less land mean more consistent supply, even when weather's wild. Reuters reported 2024's heat waves slashed harvests; AI tools could steady that. For tech enthusiasts, it's a glimpse at a resilient future—your salad stays stocked, no matter the forecast.

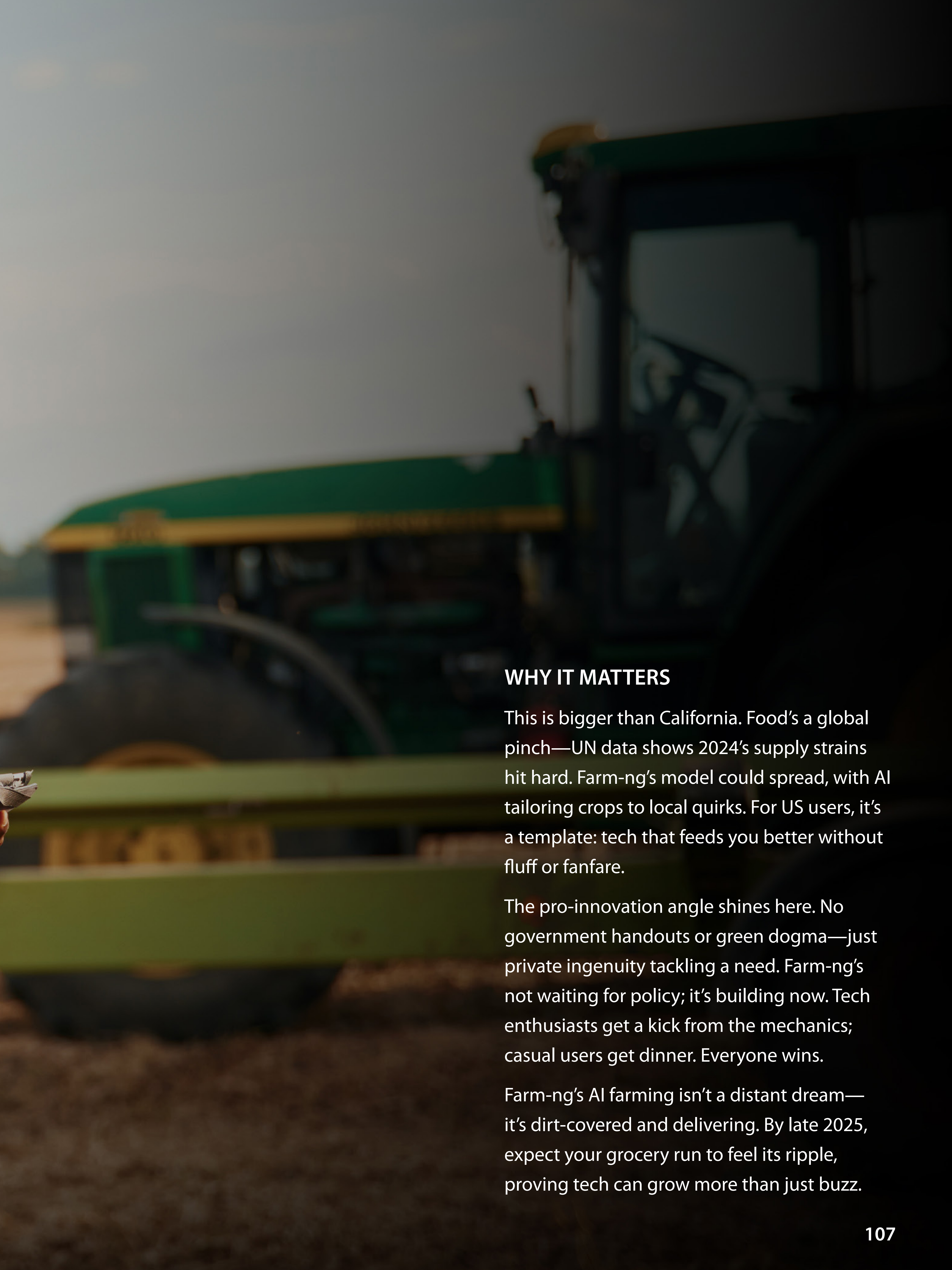
CHALLENGES AND REALITY

It’s not all smooth rows. Farm-ng’s tech isn’t cheap—initial costs run high, though CBS says they drop with scale. Small farmers might struggle to buy in, risking a gap where big operations dominate. But Farm-ng’s pushing leasing models, a practical workaround to level the field.

Adoption’s another hurdle. Farmers aren’t all tech wizards; training’s key. Farm-ng’s offering workshops, per CBS, and their tools are user-friendly—think smartphone-simple interfaces. It’s not about forcing change; it’s about making it doable.

Skeptics might cry “job killer.” Fair point—automation shifts roles. But with a 2024 labor shortage leaving crops unpicked, per USDA, this tech fills a gap. It’s less about firing and more about surviving. Tech users see the upside: innovation solving real problems, not chasing headlines.



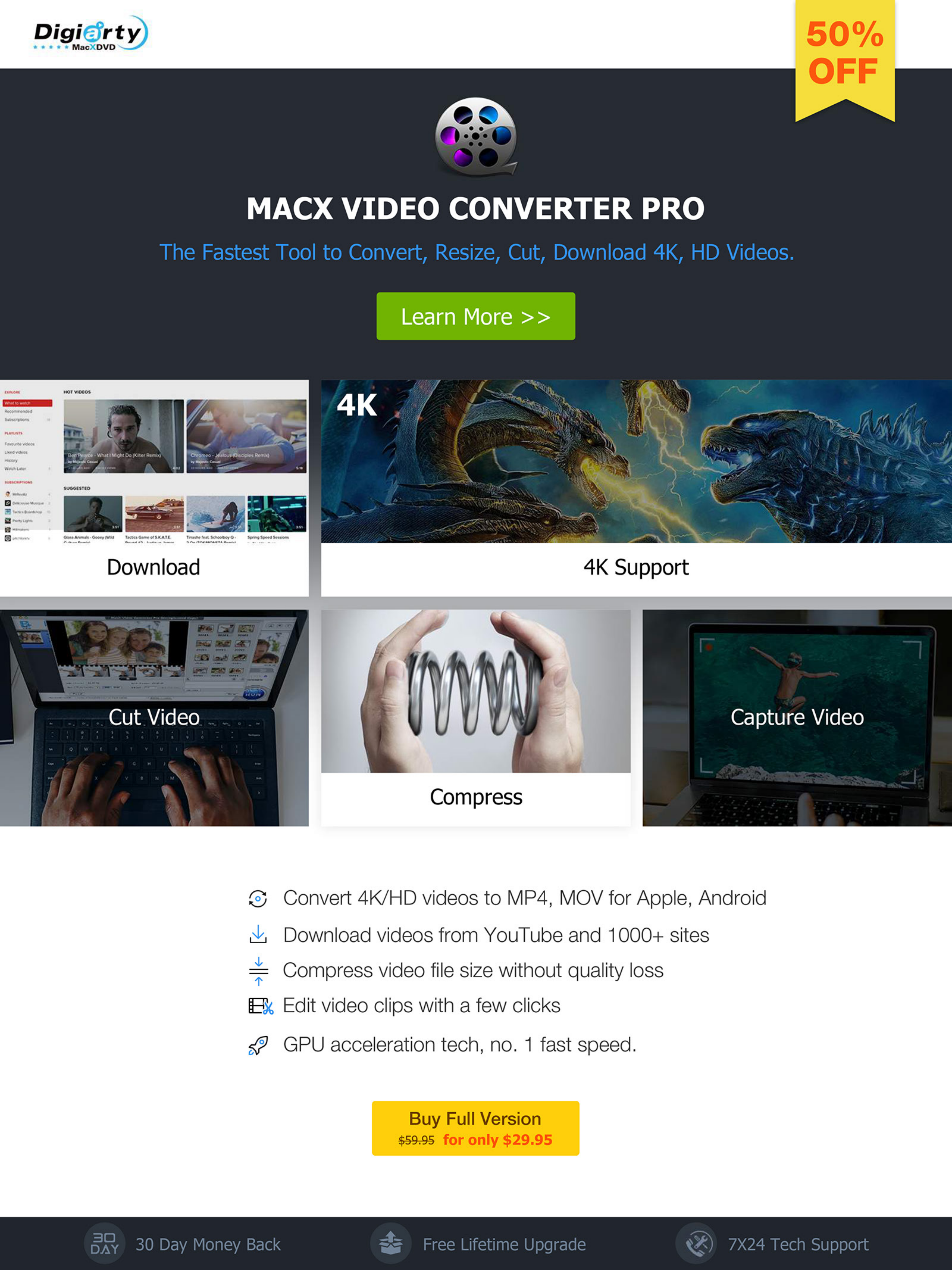


WHY IT MATTERS

This is bigger than California. Food's a global pinch—UN data shows 2024's supply strains hit hard. Farm-ng's model could spread, with AI tailoring crops to local quirks. For US users, it's a template: tech that feeds you better without fluff or fanfare.

The pro-innovation angle shines here. No government handouts or green dogma—just private ingenuity tackling a need. Farm-ng's not waiting for policy; it's building now. Tech enthusiasts get a kick from the mechanics; casual users get dinner. Everyone wins.

Farm-ng's AI farming isn't a distant dream—it's dirt-covered and delivering. By late 2025, expect your grocery run to feel its ripple, proving tech can grow more than just buzz.



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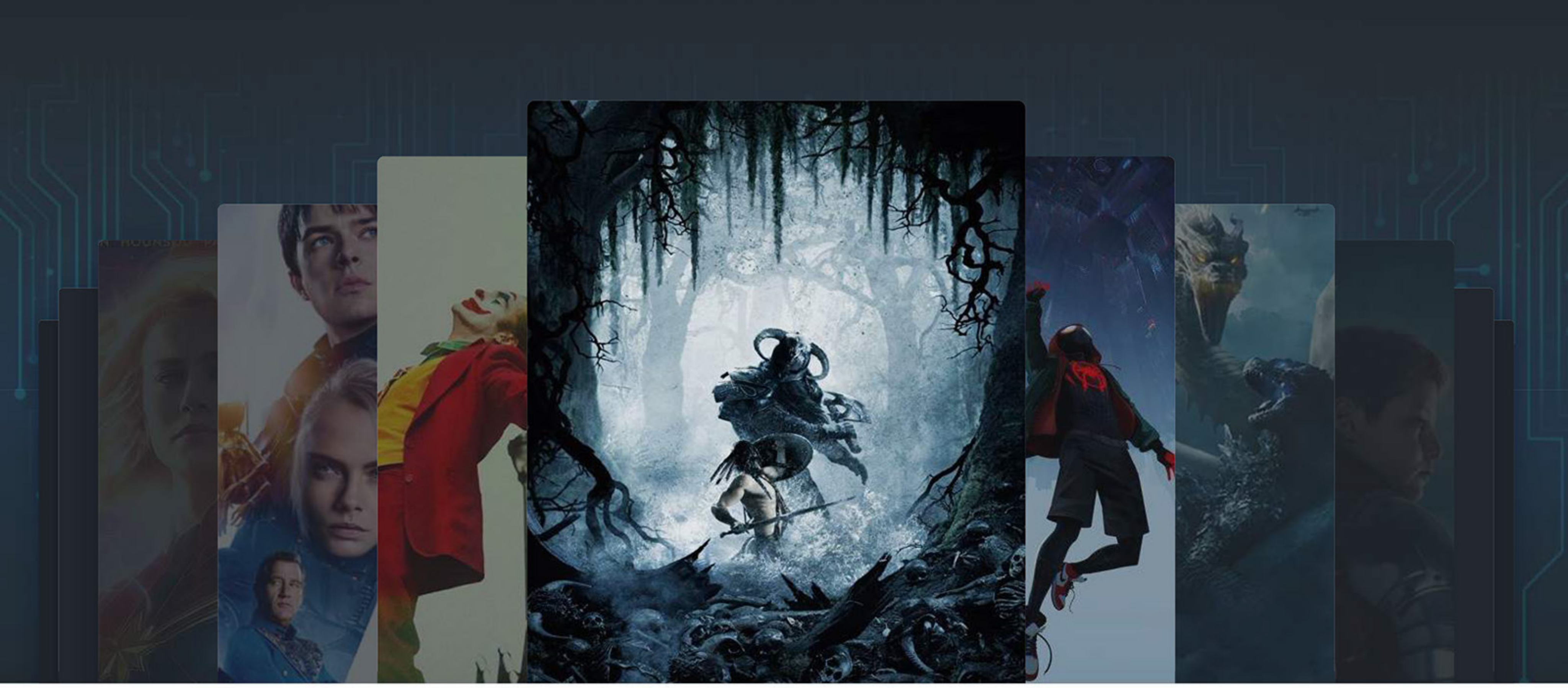

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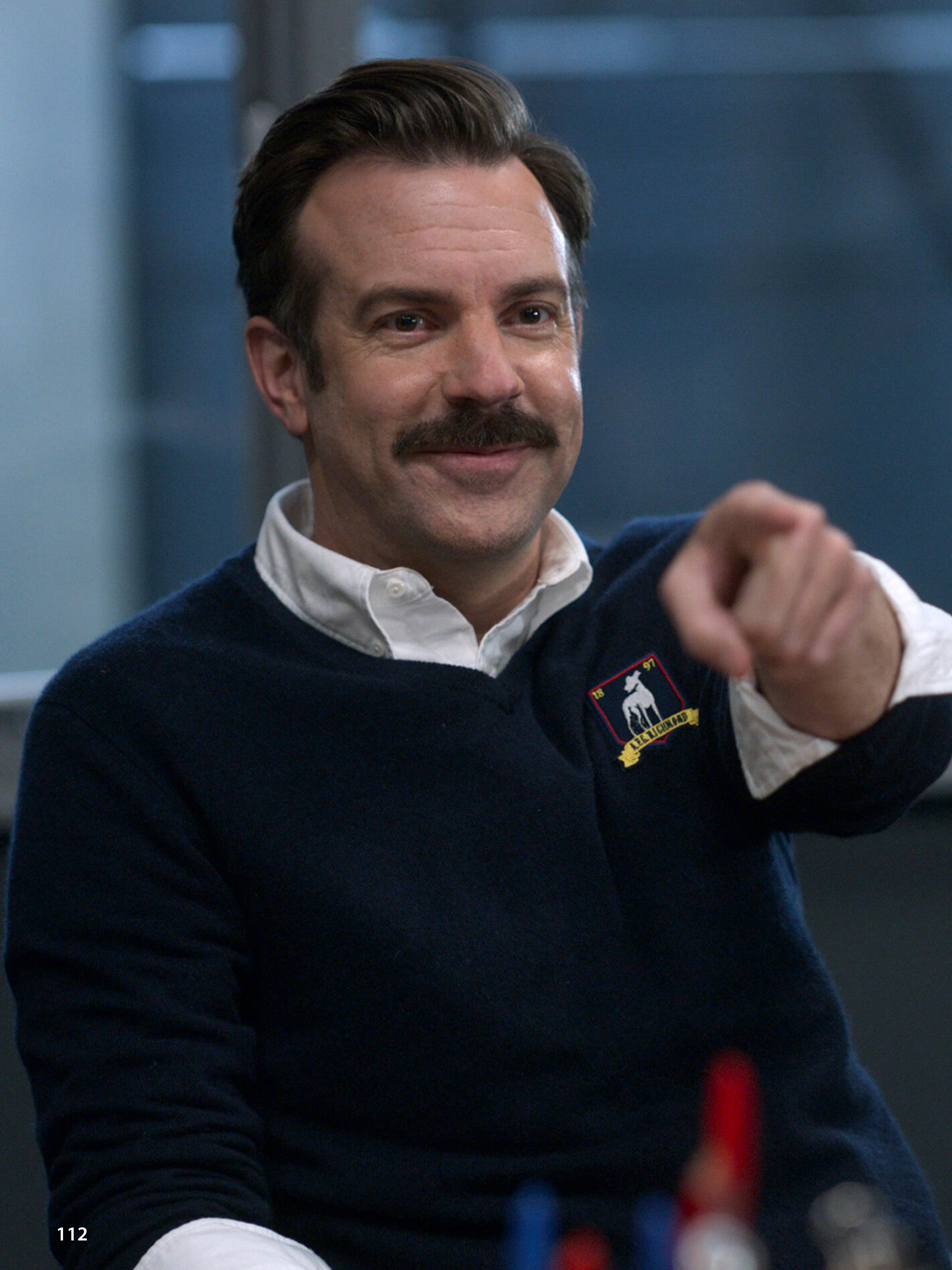
BEYOND ‘SEVERANCE’: THE 5 MOST POPULAR APPLE TV+ SHOWS FOR THE FAMILY’S WEEKEND

Apple TV+ has built a reputation for standout originals, blending sharp storytelling with a polish that rivals big-screen fare. Severance, the dystopian hit starring Adam Scott, reigns as the platform’s most-watched series, its tale of split minds captivating viewers since Season 2’s January 2025 debut. Yet its moody, mature edge—rated TV-MA—might not fit every family’s weekend plans. Fortunately, Apple TV+ offers a rich lineup beyond that thriller, with shows that mix humor, adventure, and heart for a shared viewing experience. Drawing from early March 2025 popularity data on platforms like Television Stats, here are five top picks to bring the family together, balancing kid-friendly fun with teen and adult appeal.



These selections—Ted Lasso, Silo, Trying, Slow Horses, and Fraggle Rock: Back to the Rock—rank among Apple TV+'s most buzzed-about series, offering something for everyone in the household. They range from uplifting comedies to gentle mysteries, ensuring a weekend of entertainment that spans generations. Whether it's a Friday night kickoff or a Sunday stretch, these shows deliver Apple's signature quality—crisp visuals, tight scripts, and casts that shine—making them perfect for a family dive into streaming bliss.

TED LASSO: KICKING OFF WITH HEART

Ted Lasso stands tall as a comedy powerhouse, consistently landing in Apple TV+'s top five for its infectious warmth. Jason Sudeikis plays Ted, an American football coach dropped into London to lead AFC Richmond, a floundering soccer squad. Across three seasons, it's a tale of optimism and teamwork, turning skeptics into believers with charm and wit. It's a family favorite—verify the TV-14 rating for mild language—but its broad appeal makes it a weekend winner.

Kids enjoy Ted's goofy pep—his "be a goldfish" mantra (forget setbacks quick) lands with a laugh, and soccer mishaps, like Nate's (Nick Mohammed) timid rise, keep it light. Teens vibe with Roy Kent's (Brett Goldstein) gruff loyalty or Keeley Jones' (Juno Temple) bold hustle, while adults connect to the deeper beats—Ted's quiet struggles or Rebecca's (Hannah Waddingham) redemption. Season 1's biscuit gambit, softening Rebecca's edge, is a crowd-pleaser, blending humor with a touch of strategy.

Episodes hover at 30-40 minutes, with 33 total—over 12 hours of viewing that's easy to pace across a weekend. The TV-14 tag flags occasional swears, but the tone stays positive, avoiding crude traps. It's a show that lifts spirits and sparks chats—ideal for a family looking to unwind with a smile.

SILO: A PUZZLE FOR THE CURIOUS

Silo trades laughs for intrigue, a sci-fi mystery that's climbed to number two on Apple TV+'s popularity charts, just behind Severance. Based on Hugh Howey's novels, it stars Rebecca Ferguson as Juliette Nichols, an engineer in a vast underground bunker housing Earth's last 10,000 souls—or so the story goes. Two seasons in, it's a slow-burn thriller unraveling secrets about the silo's truth. Verify the TV-MA rating for some tension, but it's tame enough for teens and adults to enjoy.

Younger viewers get hooked on the adventure—Juliette's stairwell treks feel like a hero's journey, and the murky "outside" view stirs wonder. Teens dig the detective work, tracking clues with Bernard (Tim Robbins) or Allison (Rashida Jones), while adults savor the layered plot—each episode peels back rules like curfews or forbidden tech. Season 1's "cleaning" twist—exiling rule-breakers to scrub sensors—is a family talking point: What's beyond the walls?

With 20 episodes at 45 minutes each (15 hours total), it's a weekend commitment, but the pacing suits a multi-day watch. The TV-MA label reflects mild peril—no gore here—making it a shared mystery for older kids and up, with visuals that pull everyone in: a towering, shadowy silo glowing with secrets.

TRYING: FAMILY LIFE, LIGHTLY DONE

Trying slips into the list as a hidden gem, a comedy about adoption that's climbed Apple TV+'s

ranks for its gentle humor and relatability. Rafe Spall and Esther Smith star as Jason and Nikki, a London couple navigating the ups and downs of adopting a child. Three seasons strong, with a fourth confirmed, it's a top-ten regular—verify the TV-14 rating for light adult themes—and a family-friendly pick that hits home.

Kids laugh at Jason's bumbling—like botching a social worker visit with a bad joke—while teens relate to the couple's quirky bond or the foster kids' sass, like Princess (Scarlett Rayner). Adults nod at the real stuff—fertility struggles, paperwork woes—handled with a wink, not a weep. Season 2's adoption fair, where Jason and Nikki charm their way to approval, is a feel-good peak, balancing chaos with hope.

At 30 minutes per episode, 24 total (12 hours), it's a breezy weekend watch. The TV-14 tag covers mild language and mature topics, but it's clean and upbeat—perfect for a family seeking laughs with a touch of heart. It's a show that mirrors life's messiness without losing its glow, uniting the room in grins.

SLOW HORSES: SPY CAPERS WITH CHARACTER

Slow Horses brings a twisty spy tale to the table, a top-five staple on Apple TV+ for its blend of grit and grins. Adapted from Mick Herron's books, it follows MI5's rejects at Slough House, led by the rumpled Jackson Lamb (Gary Oldman). Four seasons in, it's a hit for its sharp plots and sharper wit—verify the TV-MA rating for language and mild violence—but it's a family option for teens and adults who enjoy a clever romp.

Younger teens might chuckle at River Cartwright's (Jack Lowden) rookie flops—like a botched tail in Season 1—while older ones unravel the espionage, from Russian agents in Season 2 to rogue files in Season 3. Adults relish Oldman's dry barbs and Diana Taverner's (Kristin Scott Thomas) icy schemes. The Season 1 kidnapping chase hooks early—a tight, funny thriller that keeps it light.

Eighteen episodes at 45 minutes each (13.5 hours) fit a weekend sprint. The TV-MA label flags swears and tense moments—no bloodbaths here—making it a shared thrill for older viewers. It's a spy story with soul, less about gadgets and more about misfits, delivering laughs and gasps for the family's bolder side.

FRAGGLE ROCK: BACK TO THE ROCK: KID-FRIENDLY JOY

For a true all-family pick, Fraggle Rock: Back to the Rock revives Jim Henson's puppet classic, landing in Apple TV+'s top ten for its timeless charm. The Fraggles—Gobo, Red, Wembley, and pals—dance and sing through Rock, a whimsical underground world, tackling friendship and fun. Two seasons plus specials make it a go-to—verify the TV-Y rating, safe for all—and a weekend delight for kids and nostalgic adults.

Little ones adore the puppets' antics—Boober's laundry woes or Mokey's artsy quests—while older kids catch the teamwork vibes, like saving Doozer towers in Season 1. Parents and teens revisit the '80s magic or discover it anew, with Daveed Diggs and Cynthia Erivo popping in as guest voices. The "Party in Fraggle Rock" special is a sing-along treat, pure joy in 25-minute bursts.

Twenty-seven episodes at 25-30 minutes (about 12 hours) suit a weekend pace, with specials adding extra sparkle. TV-Y keeps it worry-free—bright, silly, and sweet—making it a family unifier. It's a burst of color and song that bridges ages, a cozy cap to any screen time.

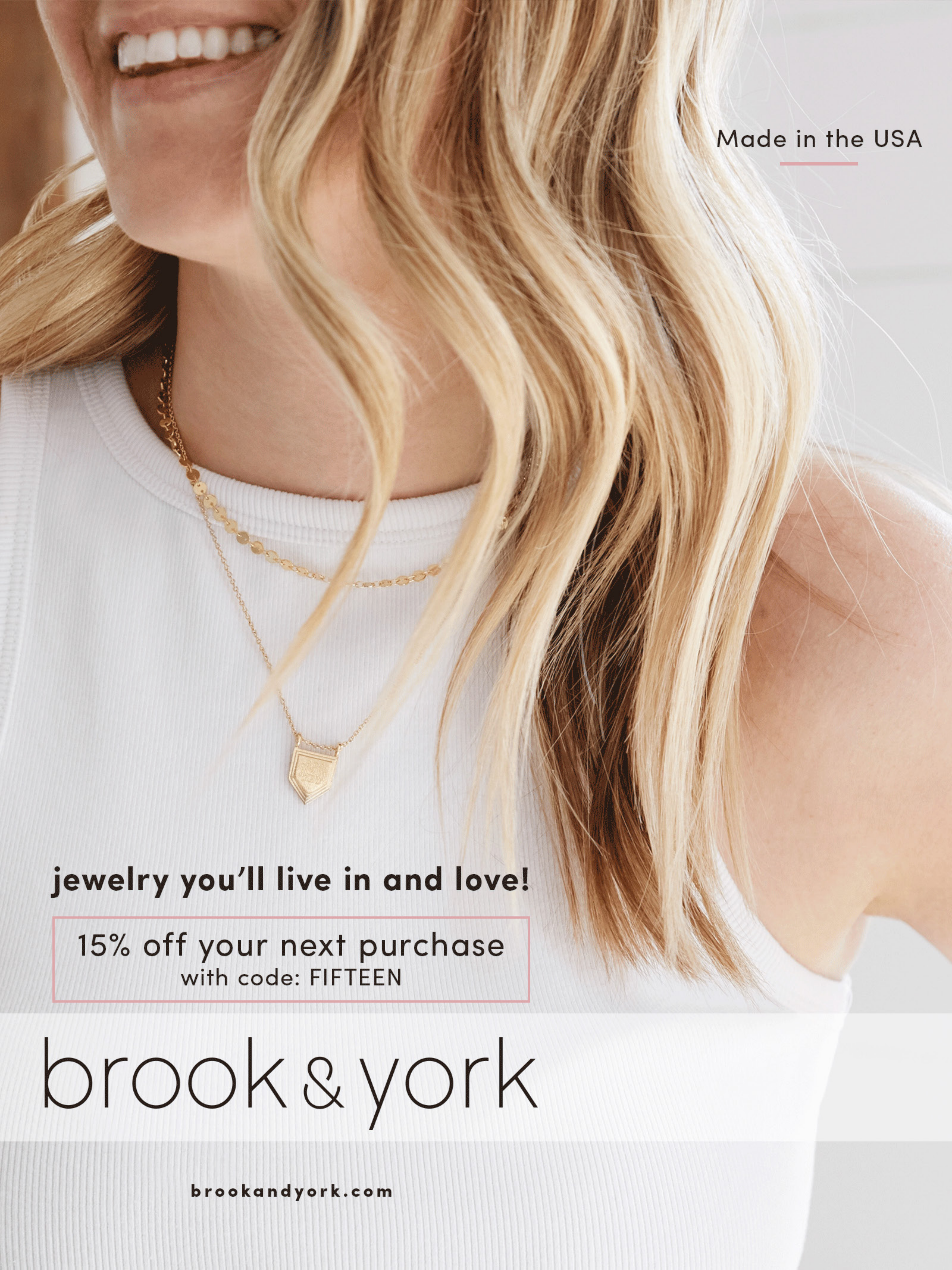
WHY THESE FIVE STAND OUT

These picks—Ted Lasso, Silo, Trying, Slow Horses, and Fraggle Rock: Back to the Rock—shine among Apple TV+'s top shows in early 2025, per Television Stats. They sidestep Severance's niche intensity (TV-MA, 18 hours) for broader appeal. Ted Lasso leads with 1,200+ minutes of warmth, Silo's 900 minutes intrigue, Trying's 720 minutes charm, Slow Horses' 810 minutes thrill, and Fraggle Rock's 720 minutes delight—all tailored for family viewing with ratings to check.

They're not just hits—they fit the weekend. Ted Lasso's uplift is universal (TV-14), Silo's mystery hooks older viewers (TV-MA), Trying's humor spans the clan (TV-14), Slow Horses' wit suits teens up (TV-MA), and Fraggle Rock's joy is all-ages (TV-Y). Over 60 hours combined, they offer flexibility—dip in or dive deep. Apple's flair—lush visuals (Silo's bunker, Fraggle's caves), crisp sound (Ted's cheers)—elevates each, and at $6.99 a month, it's a family steal.

A WEEKEND LINEUP TO LOVE

Ditch Severance's brain-bending for these crowd-pleasers. Ted Lasso starts with laughs, Silo adds suspense, Trying keeps it real, Slow Horses spices it up, and Fraggle Rock wraps it in fun. It's Apple TV+ at its best—diverse, engaging, and family-ready. Verify ratings to match your crew, then settle in—your weekend's sorted, one episode at a time.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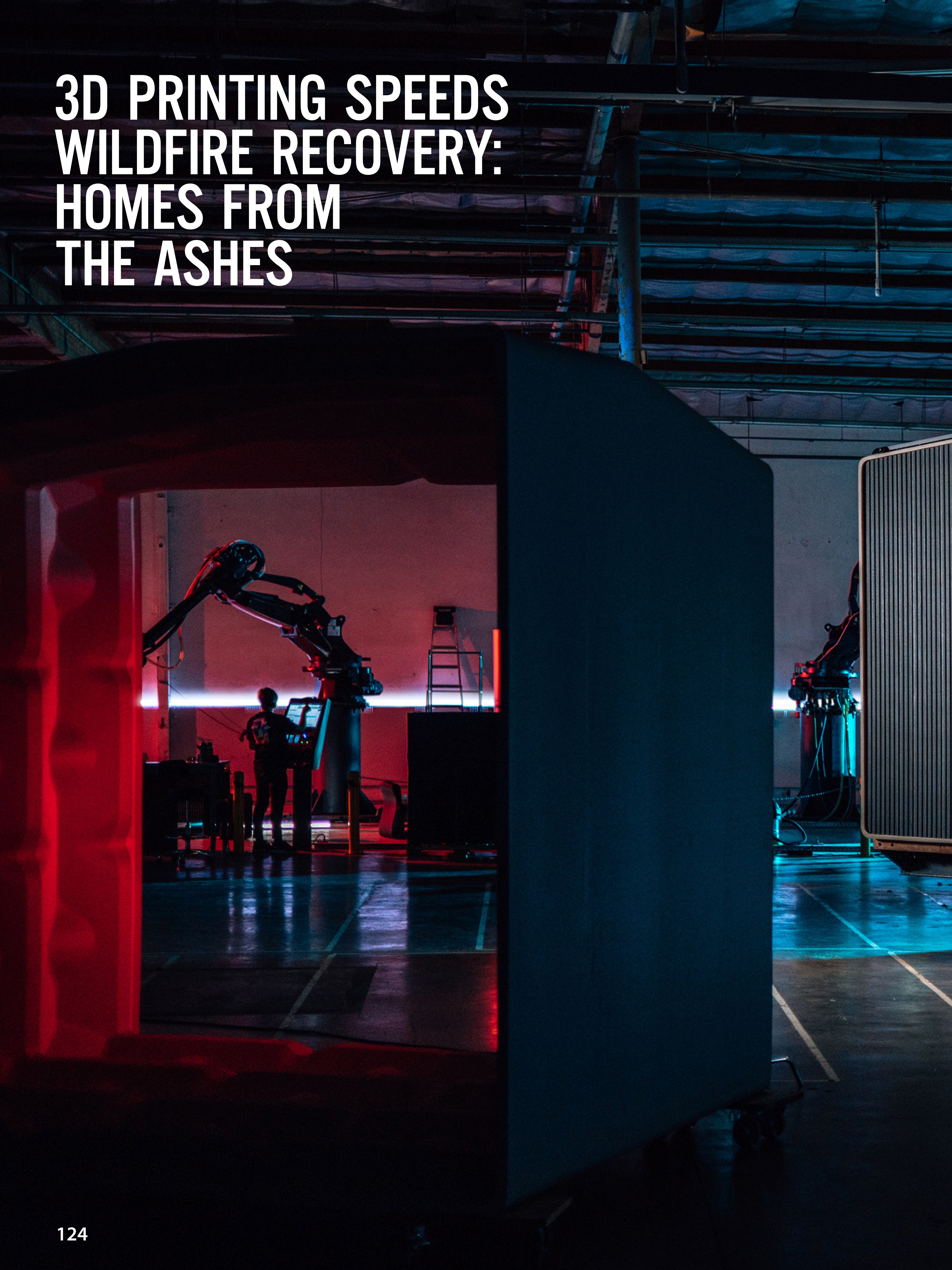
3D PRINTING SPEEDS WILDFIRE RECOVERY: HOMES FROM THE ASHES



Azure Printed Homes is turning tragedy into triumph, using 3D printing to rebuild LA homes lost to wildfires. This tech slashes recovery time from years to days, offering displaced tech users a fast, affordable lifeline. It's not a gimmick—it's a roof over your head, built smarter.

Wildfires torched California again in 2024, leaving thousands homeless, per Reuters. Traditional rebuilding's slow—permits, labor, materials drag on. Azure's fix? Printers that churn out homes using recycled plastic and concrete, cutting costs and chaos. For users, it's a practical reboot after disaster strikes.

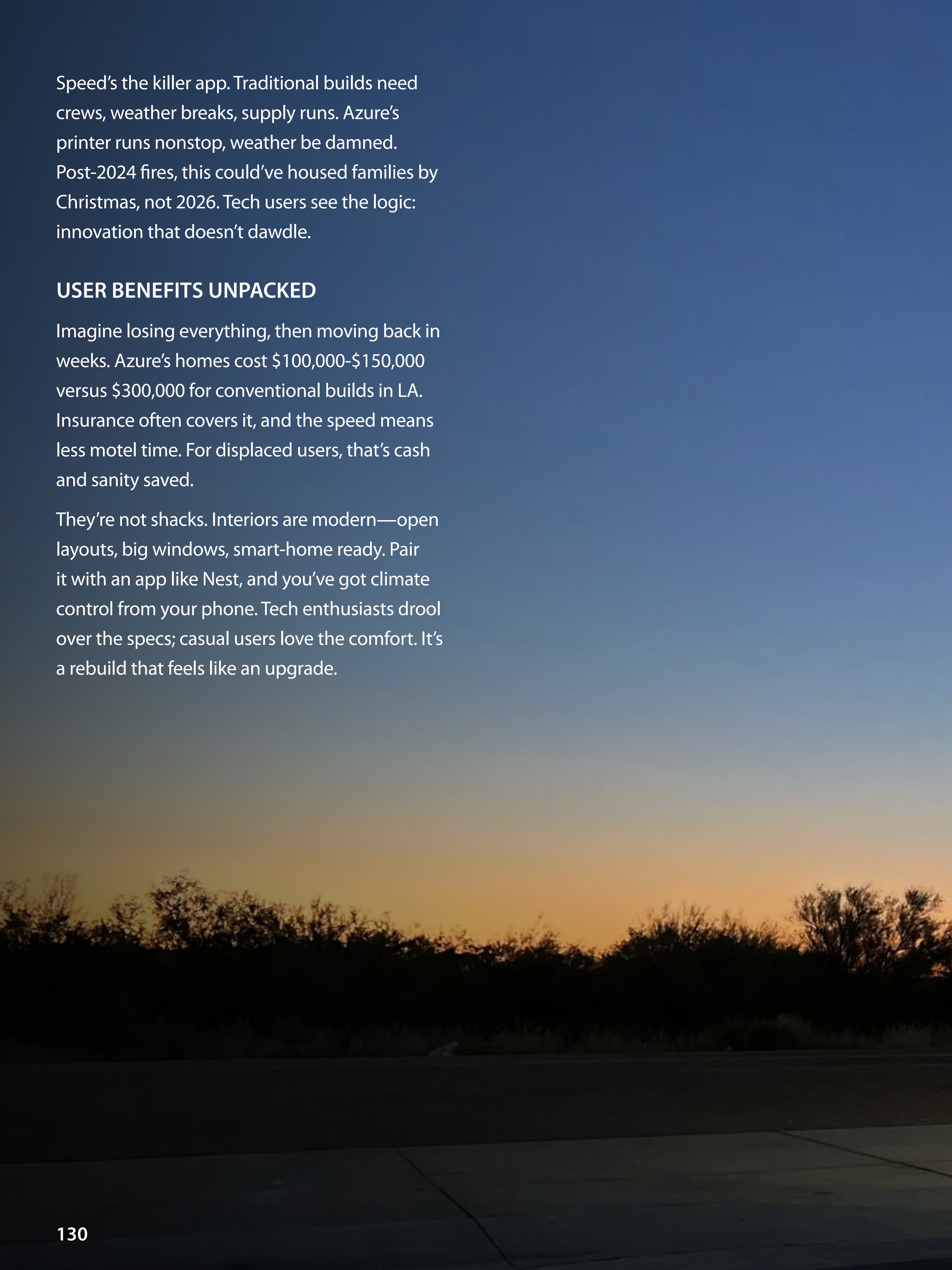
This isn't pie-in-the-sky tech. CBS News showcased a single-story home printed in 48 hours for $100,000—half the cost of standard builds. It's durable, eco-friendly, and ready now, not next year. For tech fans, it's a marvel; for survivors, it's home.

HOW IT WORKS

The process is straightforward but slick. Azure's giant printers layer a mix of recycled plastic and concrete, forming walls and foundations like a high-tech cake decorator. CBS News reports it's precise—every corner's perfect, no waste. A 1,000-square-foot home takes two days, not six months.

Materials matter. Using recycled plastic cuts costs and cleans up landfills—Azure's CEO told CBS they've repurposed tons from LA's waste stream. Add concrete for strength, and you've got a house that shrugs off quakes and flames. For users, it's a win: cheap, green, and tough.

Image: Marc Piscotty



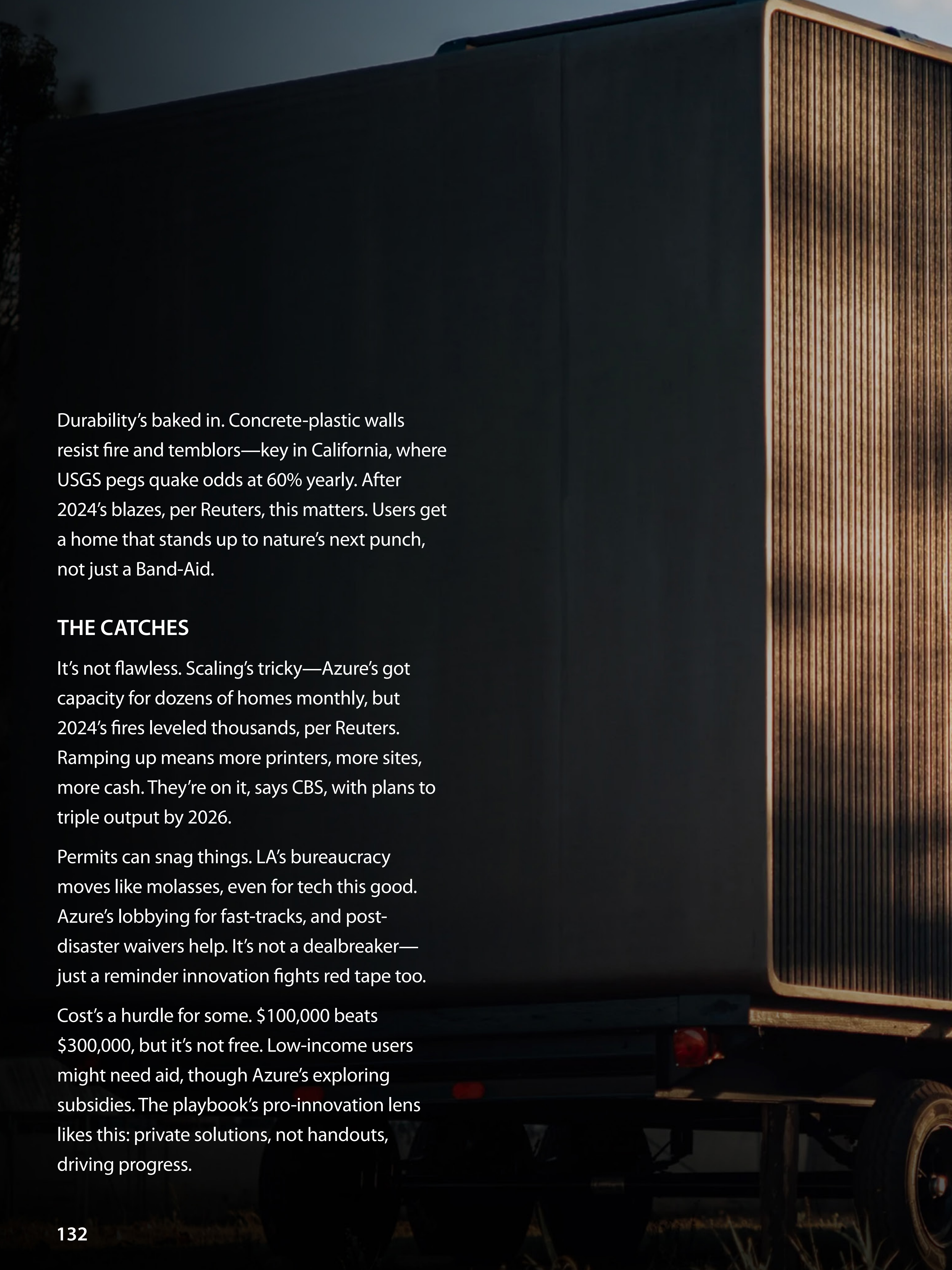
Speed's the killer app. Traditional builds need crews, weather breaks, supply runs. Azure's printer runs nonstop, weather be damned. Post-2024 fires, this could've housed families by Christmas, not 2026. Tech users see the logic: innovation that doesn't dawdle.

USER BENEFITS UNPACKED

Imagine losing everything, then moving back in weeks. Azure's homes cost $100,000-$150,000 versus $300,000 for conventional builds in LA. Insurance often covers it, and the speed means less motel time. For displaced users, that's cash and sanity saved.

They're not shacks. Interiors are modern—open layouts, big windows, smart-home ready. Pair it with an app like Nest, and you've got climate control from your phone. Tech enthusiasts drool over the specs; casual users love the comfort. It's a rebuild that feels like an upgrade.

Welcome to
the next dimension
of living



Durability's baked in. Concrete-plastic walls resist fire and temblors—key in California, where USGS pegs quake odds at 60% yearly. After 2024's blazes, per Reuters, this matters. Users get a home that stands up to nature's next punch, not just a Band-Aid.

THE CATCHES

It's not flawless. Scaling's tricky—Azure's got capacity for dozens of homes monthly, but 2024's fires leveled thousands, per Reuters. Ramping up means more printers, more sites, more cash. They're on it, says CBS, with plans to triple output by 2026.

Permits can snag things. LA's bureaucracy moves like molasses, even for tech this good. Azure's lobbying for fast-tracks, and post-disaster waivers help. It's not a dealbreaker—just a reminder innovation fights red tape too.

Cost's a hurdle for some. $100,000 beats $300,000, but it's not free. Low-income users might need aid, though Azure's exploring subsidies. The playbook's pro-innovation lens likes this: private solutions, not handouts, driving progress.

FACTORY
FLOOR

azure printed homes

BEYOND THE ASHES

This tech's got legs. Wildfires aren't LA's alone—2024 hit Oregon, Texas too, per Reuters. Azure's model could deploy anywhere flames strike, a blueprint for resilience. For tech users, it's a case study in practical disruption—solving real pain, not chasing trends.

The eco-angle's no afterthought. Recycling plastic into homes tackles two crises: housing and waste. CBS notes Azure's cut LA's landfill load by 5% already. Users get a feel-good bonus—your house helps the planet, no sermon required.

Azure's 3D printing isn't waiting for tomorrow. It's rebuilding today, fast and smart. For tech users facing nature's wrath, it's a lifeline that proves innovation can rise from the ashes.

APPLE MAPS EV ROUTING ADDS TESLA SUPERCHARGER SUPPORT FOR FORD DRIVERS

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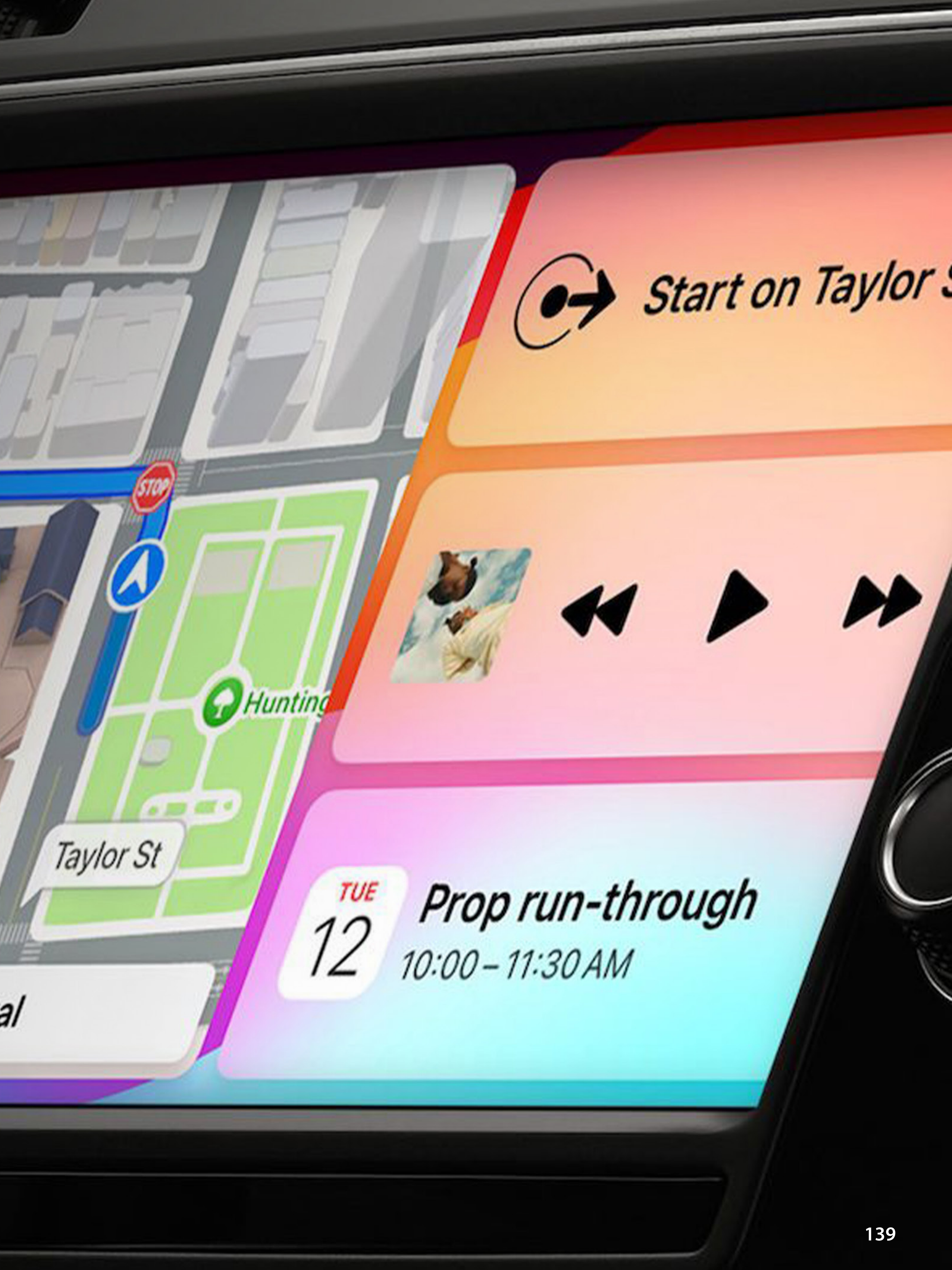
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This week, Apple Maps introduced a significant enhancement for Ford electric vehicle (EV) drivers, integrating Tesla Supercharger support with North American Charging Standard (NACS) connectors into its EV Routing feature. Available through CarPlay, this update allows owners of Ford Mustang Mach-E and F-150 Lightning models to effortlessly locate and navigate to Tesla's extensive charging network. For drivers, it translates to a streamlined experience—fewer detours, less uncertainty, and a more confident journey, whether it's a daily commute or a cross-country adventure.

Apple confirmed the update enhances its EV Routing system, enabling Ford EV owners to incorporate Tesla Superchargers directly into their travel plans via CarPlay. Previously, finding these chargers required a separate app or manual input; now, it's baked into the navigation, offering a cohesive tool for trip planning. This development builds on Ford's adoption of Tesla's charging infrastructure, making it accessible without extra steps—just a setting adjustment and the right hardware.

The collaboration reflects a broader trend of EV ecosystems aligning for user benefit. With Ford already providing NACS adapters—or embedding the ports in newer models—this integration ensures drivers can tap into a robust charging network with ease. It's a practical advancement that simplifies life on the road, delivering convenience without complexity.

HOW IT FUNCTIONS

The mechanics are straightforward. Apple Maps EV Routing now recognizes Tesla Superchargers with NACS connectors as viable options for Ford

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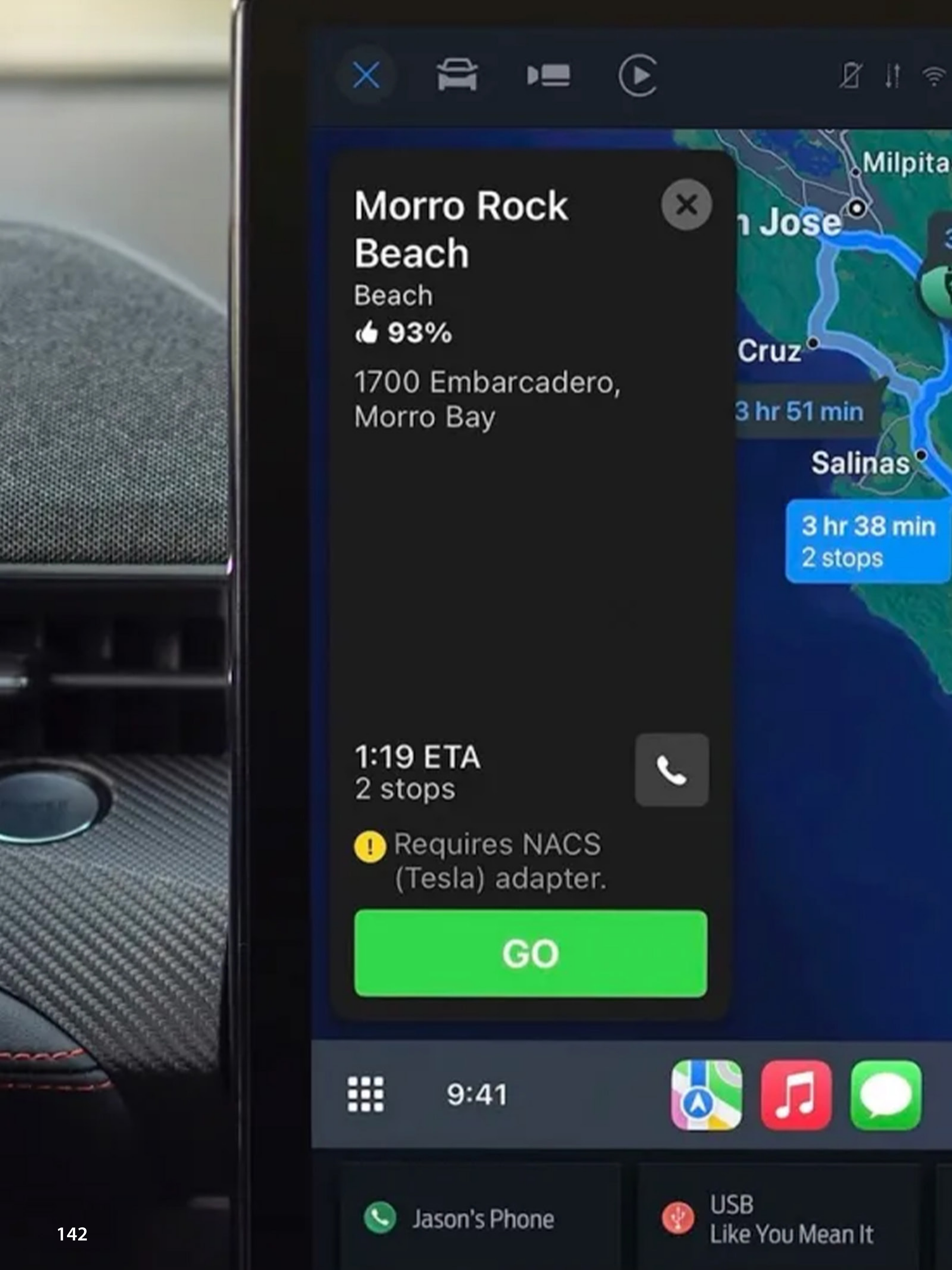

Morro Rock Beach

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EVs. Drivers can designate Tesla as a preferred network in their Maps settings, requiring no vehicle software update—just an iPhone with iOS 17 or later and a CarPlay connection. Once set, the system calculates routes based on battery levels, suggesting Supercharger stops as needed.

Tesla's network spans over 2,000 locations across the US, with chargers capable of delivering up to 250 kilowatts—enough to add significant range in about 20-30 minutes. Apple Maps factors in real-time variables like traffic and weather, ensuring the suggested stops keep the journey on track. For drivers, it's an intuitive guide that anticipates needs without overwhelming with technicalities.

The feature is active immediately, supporting both new and existing Ford EV owners equipped with NACS-compatible hardware. It's a seamless addition that enhances the driving experience, making range management less of a chore and more of a breeze.

SUPERCHARGER ADVANTAGES EXPLAINED

Tesla Superchargers bring distinct benefits to the table, elevating them above many public charging alternatives. Their speed is a standout—offering up to 250 kW, they can charge a Ford EV significantly faster than typical Level 2 stations, which often top out at 11 kW and take hours for a full charge. This means a quick coffee break can restore enough power for the next leg of a trip, rather than an extended wait.

Coverage is another strength. With thousands of Supercharger stalls strategically placed along highways and in urban hubs, they outnumber and outpace most competing networks in accessibility. This density reduces the odds of arriving at a full station, a common frustration with smaller networks. For Ford drivers, it's a safety net that stretches coast to coast.

Reliability rounds out the package. Tesla's infrastructure is known for consistent uptime and maintenance, minimizing the risk of encountering a broken charger—a frequent headache with other public options. Add in the ability to handle high demand without throttling speeds, and Superchargers offer a dependable lifeline. For everyday users, these perks mean less downtime, more flexibility, and a smoother EV ownership experience.

IMPACT ON DRIVERS

Consider a scenario: a Ford F-150 Lightning owner sets out from Chicago to Milwaukee. Apple Maps plots the route, spots a Tesla Supercharger midway, and adjusts the plan to ensure arrival with power to spare. No need to cross-reference apps or guess at charger locations—the system handles it, displaying estimated charge levels at each stop.

Ford has paved the way for this integration by distributing free NACS adapters to existing owners since last year, while newer models come with the port built in. This compatibility unlocks Tesla's grid without additional cost or effort, turning a potential pain point into a perk. For drivers, it's a reduction in the mental load—

Ford

range concerns fade when chargers are plentiful and easy to find.

Time savings are tangible. A Supercharger stop can cut charging duration to a fraction of what slower stations demand, fitting busy schedules better. Whether it's a quick errand or a family road trip, the result is the same: more driving, less waiting—a practical edge for anyone behind the wheel.

THE BROADER PICTURE

This update signals a shift in the EV landscape. Tesla's decision to open its Superchargers to other brands—starting with Ford and expanding to GM, Rivian, and more—pairs with Apple's navigation prowess to create a more unified driving experience. It's not just a Ford win; it's a step toward a world where EV charging feels as routine as filling a gas tank.

For Ford owners, the integration enhances CarPlay's utility. Already a hub for navigation and entertainment, it now doubles as a charging strategist, keeping the dashboard a one-stop shop. Other manufacturers might follow suit, potentially broadening Apple Maps' EV Routing reach—a development that could simplify life for all EV drivers.

The Supercharger network's growth—thousands more stalls in the pipeline—only amplifies this. As it expands, Ford drivers gain even more options, reinforcing the value of this partnership. It's a glimpse of an EV future where compatibility trumps competition, and users come out ahead.

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MOVING FORWARD

This enhancement isn't about flashy innovation—it's about making what works even better. Ford drivers now have a tool that leverages Tesla's charging muscle through Apple's intuitive maps, cutting through the clutter of EV travel. It's a quiet improvement with loud benefits: fewer worries, more miles, and a charger when it counts.

For the average driver, it's a straightforward gain. A trip from Denver to Salt Lake City becomes less about plotting stops and more about enjoying the drive, with Superchargers woven into the plan. It's not reinventing the wheel—it's just making it roll smoother, one charge at a time.

This week's rollout is a practical handshake among Apple, Ford, and Tesla. For US tech users, particularly those with Ford EVs, it's a boost that turns a good feature into a great one—delivering range confidence with a lighter touch.

IROBOT LAUNCHES EIGHT NEW ROOMBAS WITH LIDAR MAPPING

This week, iRobot unveiled its most ambitious lineup yet, introducing eight new Roomba models that bring lidar mapping to the brand for the first time. After years of relying on camera-based navigation, the company that pioneered robotic vacuums is stepping up its game with technology long favored by competitors—promising sharper, faster cleaning for homes across the US. For everyday users, it's a practical upgrade: a Roomba that knows your space better, dodges obstacles with ease, and tackles dirt without the guesswork.

iRobot announced the launch, marking its largest product rollout ever with models ranging from the budget-friendly Roomba 105 at $299 to the premium Roomba Plus 505 Combo at $999. The shift to lidar—short for light detection and ranging—ushers in smarter navigation, letting these vacuums map rooms quickly and adapt to cluttered floors. It's a move that could redefine how users experience automated cleaning, blending convenience with a fresh, modern design.

The timing feels like a reset for iRobot after a rocky 2024—think layoffs, a scrapped Amazon deal, and a CEO exit. Now, with lidar on board, the company's aiming to reclaim its edge. For households, this means a vacuum that's less likely to bump into furniture or miss a spot—less hassle, more clean.

LIDAR: THE NEW EYES OF ROOMBA

The big news here is lidar, a laser-based system that scans surroundings to build precise maps. Unlike the older camera-driven vSLAM tech, which needed light and could stumble in dim corners, lidar works in the dark and cuts

iRobot | Roomba

mapping time significantly. iRobot's product lead, Warren Fernandez, told The Verge the tech's finally affordable enough to roll out across the line—starting with the $299 Roomba 105 up to the tricked-out 505 Combo.

Take the Roomba 405, a mid-tier pick at $599. It uses lidar to chart your home, letting you set clean zones—like under the dining table—or keep-out areas, like a pet's water bowl, all via a revamped iRobot app. The app now shows real-time cleaning paths, so you can watch it work. For users, it's a shift from random zigzags to a vacuum with a plan—neat rows, no wasted moves.

The high-end Roomba Plus 505 Combo ups the ante with dual spinning mop pads—think scrubbing power for sticky spills—and an AutoWash Dock that cleans and dries those pads after use. Lidar ensures it lifts those mops over carpets, dodging messes with a 10mm clearance. It's a practical touch for anyone juggling hard floors and rugs, keeping the process hands-off.

WHY LIDAR MATTERS NOW

iRobot's stuck with vSLAM for years, even as rivals like Roborock and Ecovacs leaned on lidar for snappier navigation. Why the switch? Fernandez explained the company waited until lidar hit the sweet spot—mature, cost-effective, and ready to scale. For users, it's less about tech bragging rights and more about results: faster setup, smarter cleaning, fewer rescues from under the couch.

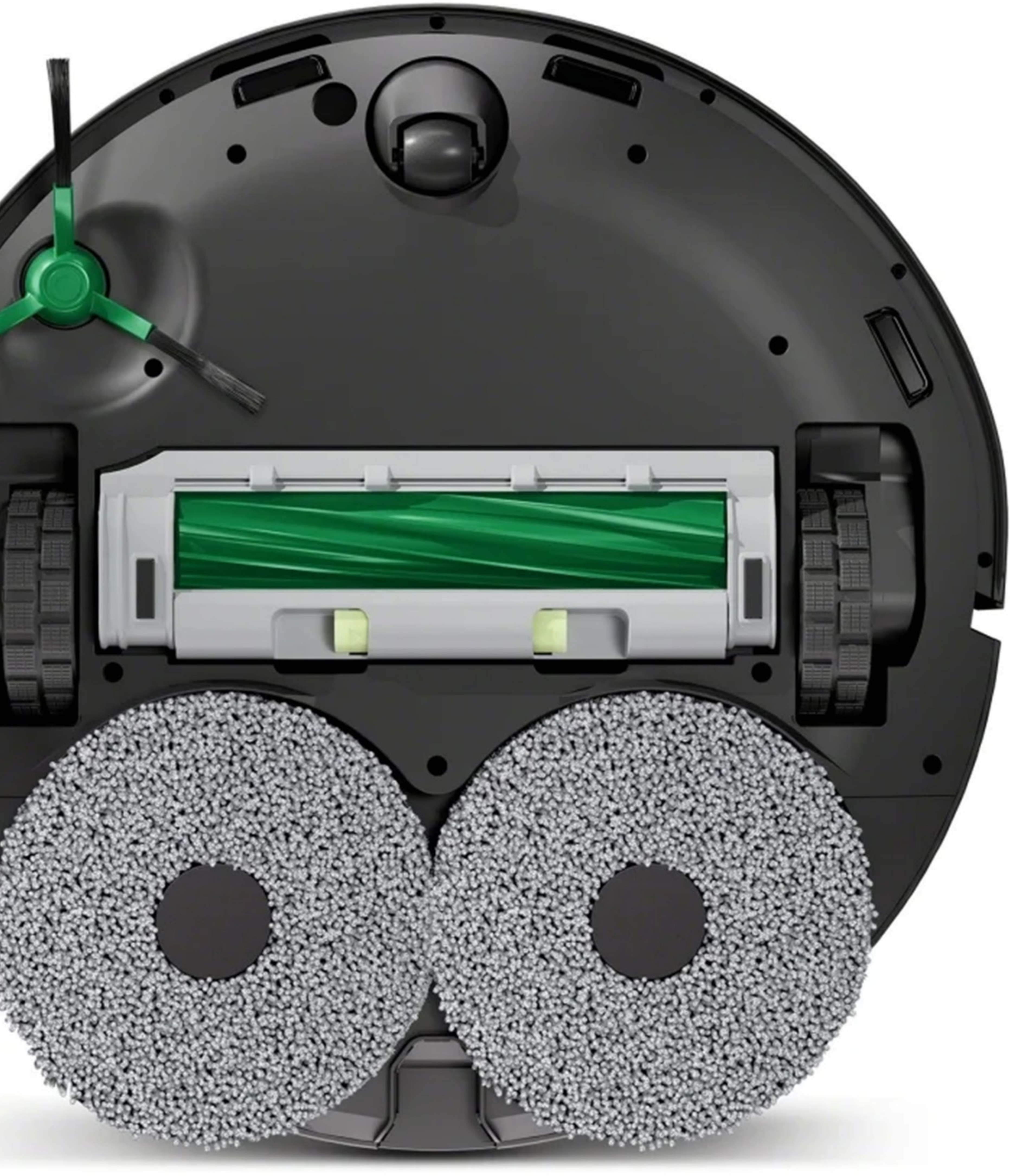
The Roomba 105, at $299, proves the point. It's the cheapest lidar-equipped model yet, offering mapping that used to be exclusive to pricier Roombas. Set it loose, and it learns your layout in a couple of runs—then you can tell it to hit the kitchen or skip the nursery. For budget-conscious buyers, it's a leap from the old bounce-around models to something that feels intentional.

Suction's getting a boost too. All eight models pack 7,000Pa—plenty for dust and pet hair—though it trails competitors like Roborock's 22,000Pa beasts. iRobot's betting on smarts over raw power, pairing lidar with ultrasonic carpet sensors to dodge rugs when mopping. For homes with mixed floors, it's a thoughtful fix—no more soggy carpets or manual tweaks.

A FRESH LOOK AND FEEL

These aren't your grandma's Roombas. The design's been overhauled—gone are the puckish discs, replaced by sleeker shapes with lidar towers on top. The docks are new too, especially the 505's AutoWash station, which holds three liters of clean water, 2.3 liters of dirty, and a dust bag for 75 days of grime. It's a far cry from the clunky bins of old—less emptying, more living.

The Roomba Plus 505 Combo, at $999, flexes with edge-cleaning mops that stretch out for baseboards and a dock that handles everything—washing, drying, refilling. It's not cheap, but for users wanting a do-it-all cleaner, it's a time-saver that blends vacuuming and mopping into one pass. The lidar keeps it precise, mapping tight spots competitors might miss.



Even the entry-level Roomba 205, at $399, gets the lidar treatment—proof iRobot's not gatekeeping the good stuff. It's simpler—no mopping bells or whistles—but the mapping makes it a solid pick for anyone tired of babysitting their vacuum. For users, it's a cleaner that fits your space, not the other way around.

THE ROAD BEHIND AND AHEAD

iRobot's had a wild ride—2024 saw its founder step down and a $1.7 billion Amazon buyout fall through. This launch feels like a pivot, doubling down on innovation to fend off cheaper, lidar-savvy rivals from China. The eight-model spread—from $299 to $999—casts a wide net, aiming to reclaim both casual buyers and tech buffs.

For users, the payoff's clear. The Roomba 405's real-time app view lets you track progress—no more wondering if it's stuck behind the sofa. The 505's mop-lifting trick means mixed floors aren't a headache. And across the board, lidar cuts the chaos—less bumping, more cleaning. It's not about reinventing the wheel; it's about rolling it smarter.

Preorders start next week, with shipping soon after. The range covers every need: the 105 for tight budgets, the 405 for balanced performance, the 505 for all-in-one ease. For tech users, it's a signal—iRobot's back in the fight, and your floors are the winners.

CLEANER, SIMPLER, SMARTER

This isn't just a tech flex—it's a practical leap. Lidar mapping means your Roomba learns your home faster, cleans it better, and skips the

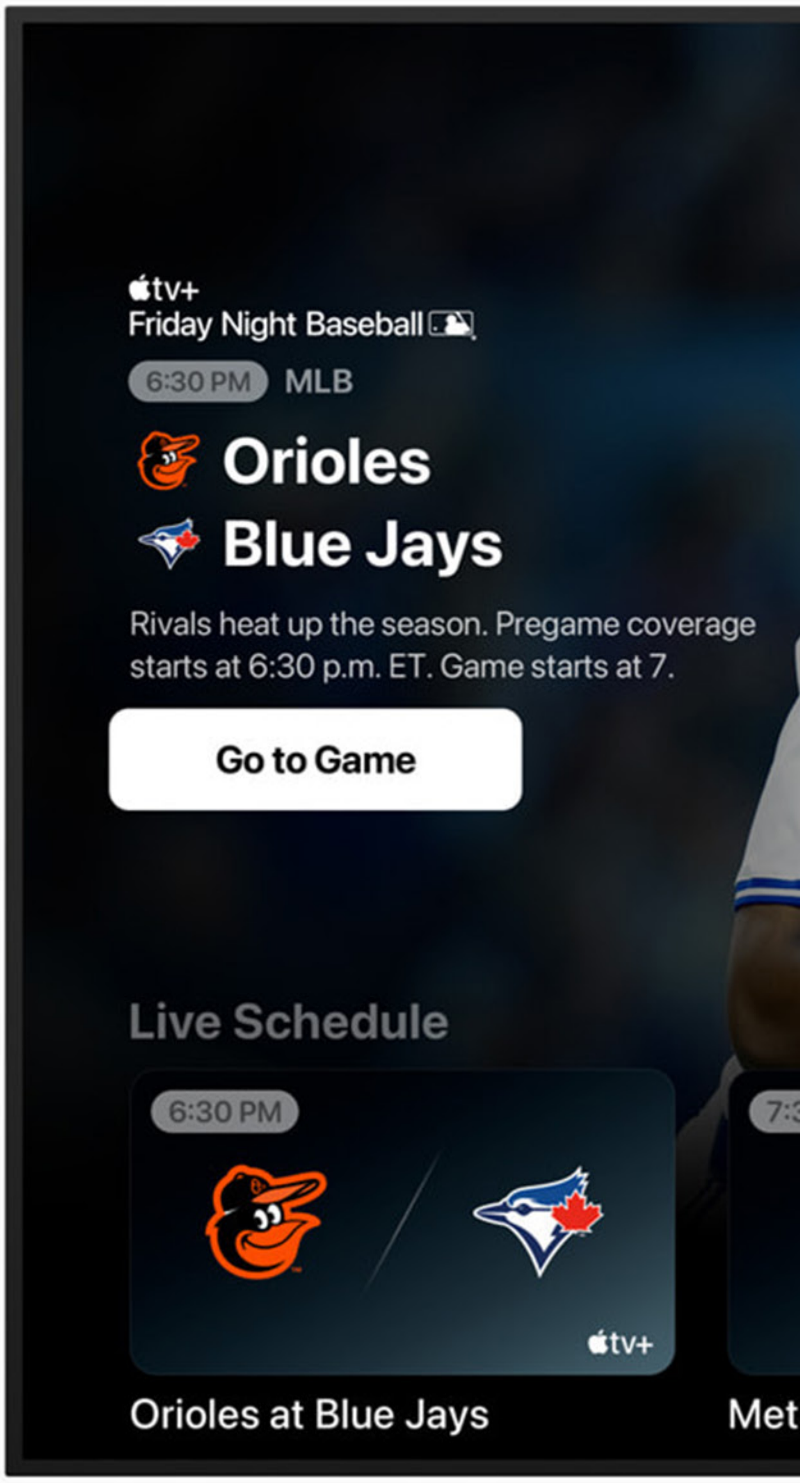
drama. The 205 might not mop, but it'll chart your living room like a pro. The 505 might cost a grand, but it scrubs, vacuums, and empties itself without a fuss.

For the average household, it's less about specs—7,000Pa or laser towers—and more about what's gone: no more half-cleaned rooms, no more carpet mishaps. iRobot's betting big on this lineup, and for US users, it's a chance to see the original robo-vac king reclaim its crown—one spotless floor at a time.

This week's reveal is a fresh start. Eight new Roombas, all with lidar, mean cleaner homes with less effort. Whether you're a pet owner, a busy parent, or just hate vacuuming, there's a model here that fits—and finally maps—your life.

iRobot | Roomba Combo

SPORTS STREAMING SCORES BIG: APPLE TV+ AND MORE BRING THE GAME HOME


tv+
Friday Night Baseball
6:30 PM
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Rivals heat up the season. Pregame coverage starts at 6:30 p.m. ET. Game starts at 7.

Go to Game
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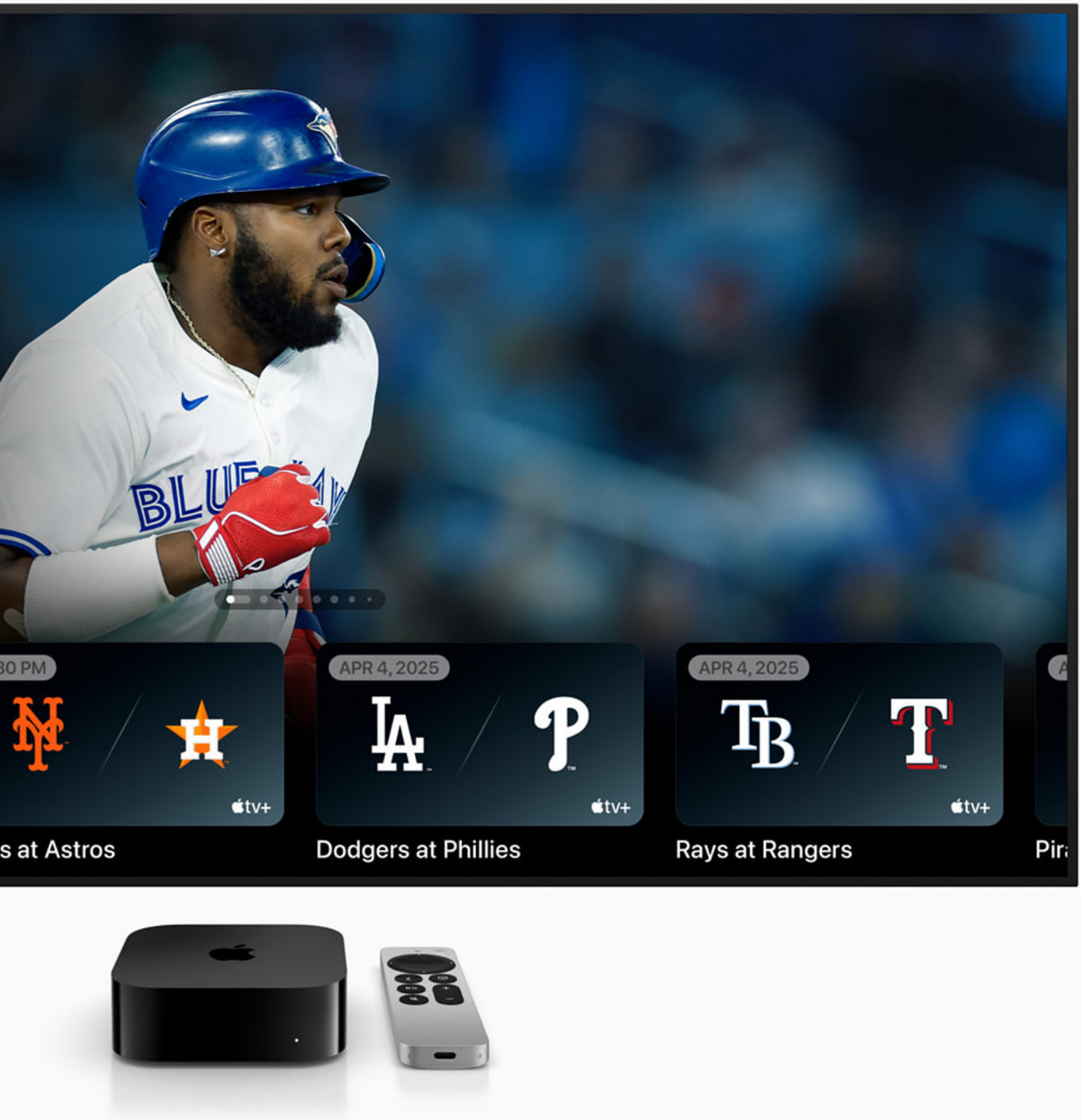
Orioles at Blue Jays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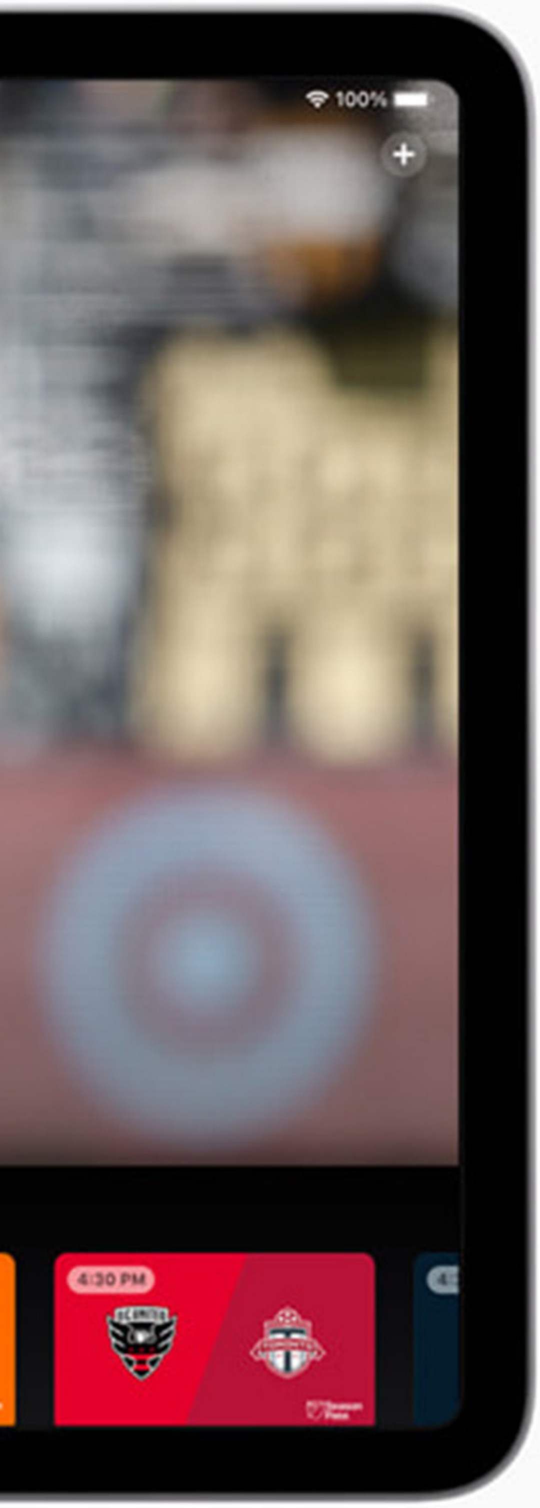
Defending champions LAFC kick off their repeat quest against LA Galaxy in El Tráfico.



Sports are roaring back to television screens, and streaming services are leading the charge, blending live action with on-demand convenience. Platforms like Apple TV+, Paramount+, ESPN+, Hulu, and Peacock have tapped into the fervor, delivering key moments from ice rinks to gridirons. Drawing from the latest buzz on channels available via Apple TV, here's a look at five standout stories—Colorado Avalanche's streak-ending loss, UConn's basketball triumph, the Eagles-Lions trade, Bergeron's milestone, and McIlroy's golf win—showcasing how streaming has revitalized sports viewing over the past couple of years, with Apple TV+ carving out a starring role.

The Colorado Avalanche's six-game win streak snapped in a 3-2 defeat to the Minnesota Wild, as reported by CBS Sports, is a nail-biter fans caught via Paramount+. Goaltender Mackenzie Blackwood's 22 saves couldn't fend off the Wild's late surge—a twist that kept viewers glued. Paramount+ has leaned hard into NHL coverage, streaming live games and highlights, making it a go-to for hockey buffs who've ditched cable for apps. This shift mirrors a broader trend: sports once tethered to traditional broadcasts now thrive on-demand, accessible anytime on Apple TV consoles.

ESPN+ brought UConn's men's basketball dominance into sharp focus with their 78-65 rout of Villanova, securing a top NCAA Tournament seed. The platform's college hoops package—live games, replays, and analysis—has turned it into a slam dunk for fans, especially as ESPN+ expanded its sports library over the past two years. From courtside to couch, it's a seamless jump, with Apple TV users tapping into every buzzer-beater

CONNECTICUT
11
CASTLE
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32
CONNECTICUT
2
FINAL FOUR
BIG EAST

via the ESPN app, a testament to streaming's growing grip on live sports.

The NFL trade sending Philadelphia Eagles' cornerback Darius Slay to the Detroit Lions for a third-round pick, courtesy of Fox Sports, stirred the football pot. Hulu's live TV tier, packing Fox Sports 1, delivered the news and game-day fallout, reflecting a surge in NFL streaming since 2023. With trades shaking rosters, fans lean on Hulu's blend of live broadcasts and on-demand clips—available on Apple TV—to stay in the loop, a far cry from the cable-only days of yesteryear.

NBC Sports celebrated Patrice Bergeron's 1,000th career point as the Boston Bruins topped the Tampa Bay Lightning 5-2, a milestone streamed on Peacock. The service has upped its NHL game since 2022, offering live matches and exclusive content that Apple TV users can queue up with ease. Bergeron's feat—a blend of skill and grit—lands perfectly on a platform that's made sports a family affair again, no satellite dish required.

Rory McIlroy's one-stroke victory over Scottie Scheffler at the Arnold Palmer Invitational, flagged by ESPN, showcased golf's streaming resurgence. ESPN+ carried every swing, a lifeline for fans as golf joined the live sports wave over the past couple of seasons. On Apple TV, it's a tap away—highlight reels, full rounds, and post-game breakdowns—proving streaming's knack for turning niche moments into must-watch events.

Apple TV+ stands out in this pack, not just as a conduit but a player in the sports revival. Since snagging Major League Baseball rights in 2022—streaming Friday Night Baseball exclusively—it's doubled down with MLS Season Pass in 2023, offering every soccer match without blackouts.

The Apple Sports app, launched in 2024, ties it together with live odds and one-click game access, making Apple TV a hub for fans. Unlike Paramount+'s hockey focus or ESPN+'s broad net, Apple's curated approach—high-profile leagues, no filler—has redefined sports TV, blending seamlessly with its console's slick interface.

Streaming's sports boom kicked off in earnest around 2022, when services like Hulu and Peacock expanded live offerings, and Apple TV+ jumped in with MLB. By 2023, ESPN+ and Paramount+ had solidified their stakes, while Apple's MLS deal raised the bar. Today, in 2025, these platforms—accessible via Apple TV—deliver what cable once monopolized: instant, flexible sports fixes. For US tech users, it's a golden era— Avalanche heartbreak, UConn glory, Slay's trade, Bergeron's milestone, and McIlroy's putt—all at your fingertips, with Apple TV+ leading the charge into a new age of fandom.

9:41
Sports
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Upcoming
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Lakers
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Gotham FC
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NINTENDO
SWITCH

SWITCH ONLINE ADDS MARIO GAME BOY TITLES: RETRO FUN, MODERN VALUE

Nintendo's tossing a nostalgia bomb: Switch Online added classic Mario Game Boy titles this week. The Verge confirms Super Mario Land and Dr. Mario are live, free for subscribers, bringing 8-bit joy to 38 million users. It's not just a throwback—it's a savvy move that keeps tech users gaming on the cheap.

Switch Online's a steal at $20 yearly, and this ups the ante. These aren't dusty relics; they're polished classics running smooth on modern gear. For casual players, it's a quick fix of fun; for enthusiasts, it's history in your hands. Nintendo's playing smart, not loud.

Nintendo GAME BOY™

Image: Terry Lee

DOT MATRIX WITH STEREO SOUND
BATTERY
Nintendo GAME BOY™
A
B
SELECT
START

Image: Lander Denys

No hype train here—just results. The Verge notes the drop aligns with Mario's annual bash, a quiet flex of Nintendo's legacy. With Switch sales topping 140 million, per company stats, this keeps the faithful hooked and the curious tempted. It's retro done right.

THE GAMES UNPACKED

Super Mario Land is lean and mean. Launched in 1989, it's Mario's Game Boy debut—short levels, quirky foes, tight controls. The Verge calls it "bite-sized brilliance," perfect for a bus ride or a break. On Switch, it's crisp, no emulation lag, just pure platforming.

Dr. Mario flips the script. A 1990 puzzler, it's Mario as a pill-slinging doc, stacking capsules to zap viruses. Simple but addictive—think Tetris with a stethoscope. Nintendo's polished it for Switch, keeping the challenge intact. For users, it's a brain teaser that doesn't overstay.

Both run via Switch Online's Game Boy emulator, built for accuracy. No frills, no fluff—just the originals, playable solo or with friends via online multiplayer, per The Verge. It's tech that respects its roots, not a cash-grab remake.

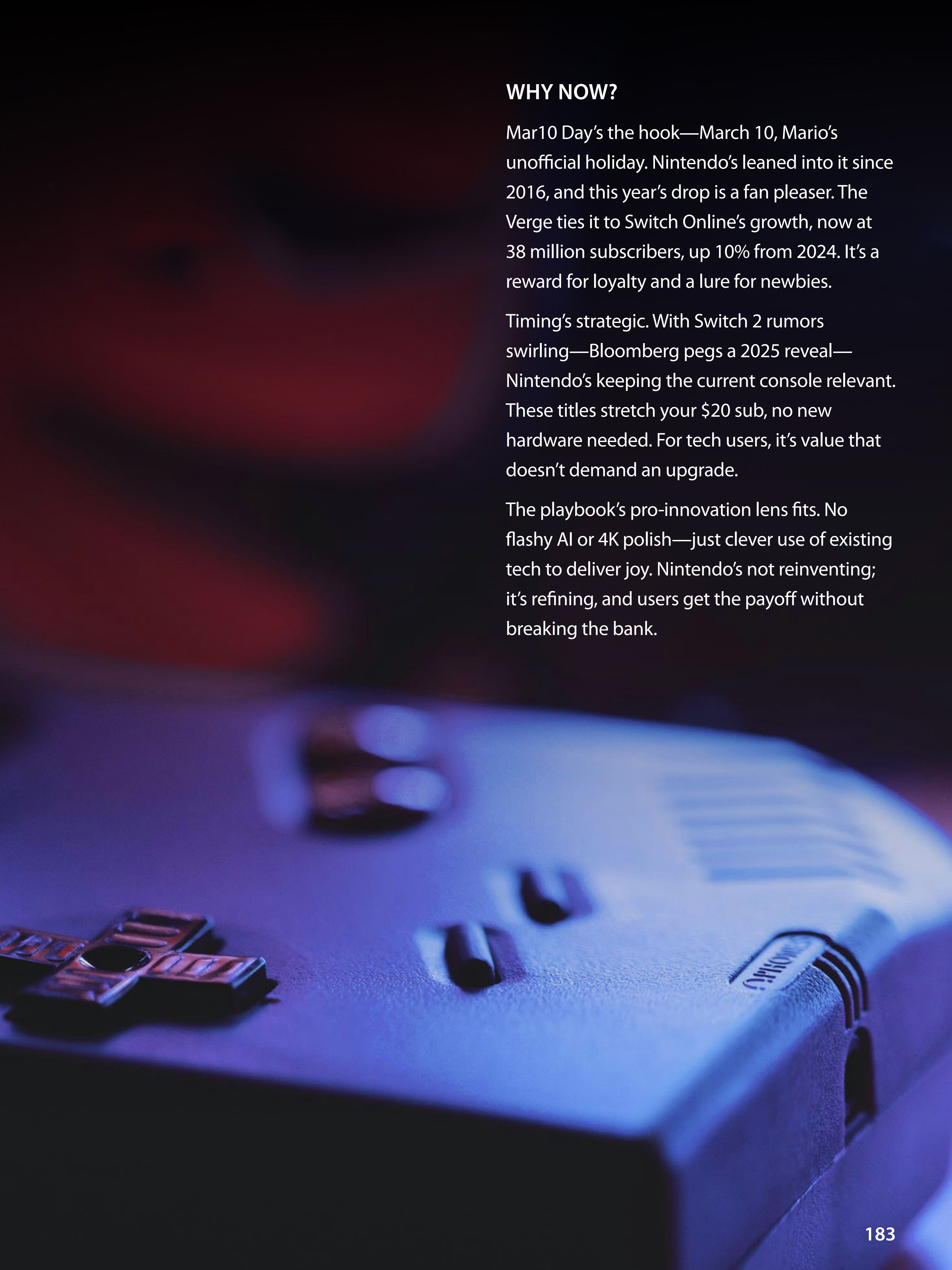
Image: Terry Lee

WHY NOW?

Mar10 Day's the hook—March 10, Mario's unofficial holiday. Nintendo's leaned into it since 2016, and this year's drop is a fan pleaser. The Verge ties it to Switch Online's growth, now at 38 million subscribers, up 10% from 2024. It's a reward for loyalty and a lure for newbies.

Timing's strategic. With Switch 2 rumors swirling—Bloomberg pegs a 2025 reveal—Nintendo's keeping the current console relevant. These titles stretch your $20 sub, no new hardware needed. For tech users, it's value that doesn't demand an upgrade.

The playbook's pro-innovation lens fits. No flashy AI or 4K polish—just clever use of existing tech to deliver joy. Nintendo's not reinventing; it's refining, and users get the payoff without breaking the bank.



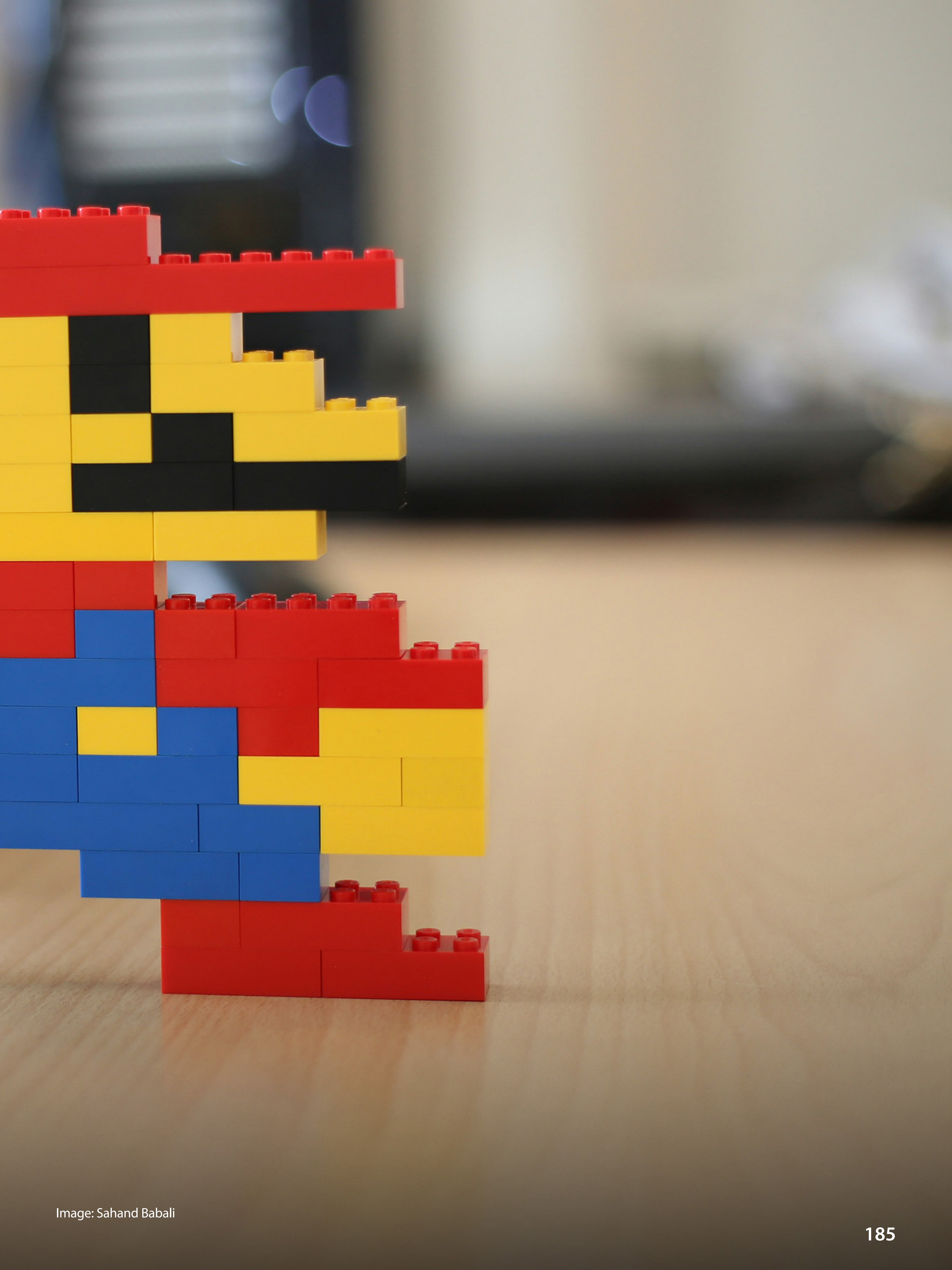


Image: Sahand Babali

USER PAYOFF

For $20 a year, you're in. These games join a library topping 100 titles—NES, SNES, now Game Boy. The Verge notes Mario Land and Dr. Mario are instant plays—no downloads, no extras. Casual users get a nostalgia hit; hardcore fans relive the '90s.

Portability's key. Switch Lite or OLED, these games shine on the go. A 10-minute Dr. Mario session kills a commute; Mario Land fits a lunch break. Tech users love the flexibility—your Switch is a time machine, no cords required.

Multiplayer adds spice. Online mode lets you challenge pals in Dr. Mario, a feature the Game Boy dreamed of. It's not tacked-on; it's seamless, per Nintendo's notes. For users, it's a social kick without leaving the couch.

THE BIGGER PLAY

Nintendo's not resting. Switch Online's library grows yearly—2024 added N64 hits, now this. Bloomberg says it's a bridge to Switch 2, keeping fans invested. For tech enthusiasts, it's a masterclass in longevity—old games, new life.

Value's the core. At $1.67 monthly, it's cheaper than a coffee, and these titles stretch it further. No microtransactions, no upsells—just play. The playbook's anti-buzzword stance loves this: practical fun, not corporate spin.

Mario's timeless—140 million Switches prove it. These Game Boy gems remind tech users why: simple, smart design wins. By March 14, 2025, expect more retro drops—Nintendo's got a vault, and it's opening wide.

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MINECRAFT
SUPER SMASH BROS. ULTIMATE
HUMAN Fall Flat
Luigi's Mansion 3
En uso
Noticias
Aceptar

Image: Alvaro Reyes

FSR 4 SET TO ELEVATE PS5 PRO GRAPHICS IN 2026: A CLEARER PICTURE AHEAD

PlayStation's lead architect Mark Cerny dropped a tantalizing hint about the PS5 Pro's future, revealing that AMD's new FSR 4 upscaling technology will shape the "next evolution" of the console's PlayStation Spectral Super Resolution (PSSR). Born from a collaboration dubbed Project Amethyst between Sony and AMD, FSR 4 promises sharper, crisper visuals for PS5 Pro games starting in 2026. For everyday players, it's a glimpse of smoother, more lifelike gaming—less about tech jargon and more about a screen that pops with detail.

Sony shared the insight via an interview with Digital Foundry, published on Eurogamer.net, where Cerny outlined how FSR 4—a machine-learning-based upscaler—builds on PSSR's foundation. Launched last week alongside AMD's RDNA 4 architecture, this tech aims to rival Nvidia's DLSS, offering quality that could make PS5 Pro titles look better than ever. It's not an instant upgrade—2025 will focus on rolling out PSSR to developers—but the stage is set for a visual leap that could redefine console gaming down the line.

The news lands as PS5 Pro, released late 2024, continues to flex its muscle with enhanced ray tracing and machine learning. For users, FSR 4's arrival signals a future where games run at high frame rates and resolutions without sacrificing clarity—a practical boost that keeps the console competitive as titles grow more demanding.

FSR 4: THE NEXT STEP IN UPSCALING

FSR 4—short for FidelityFX Super Resolution 4—is AMD's latest stab at making games look stunning without taxing hardware to the limit. Unlike its older sibling FSR 3.1, which leaned

AMD

FidelityFX
Super Resolution

400+ Titles and Growing

© 2024 MARVEL
CALL OF DUTY
BLACK OPS 6
MANOR
LORDS
HUNT
GOD OF WAR
RAGNARÖK
CREATURES
OF
GHOST

The Axis Unseen

FROSTPUNK 2

SATISFACTORY 1.0

MARVEL
SPIDER-MAN
REMASTERED
© 2024 MARVEL

EA SPORTS
F1 24

WARHAMMER
SPACE MARINE
II

DRDR
DEAD RISING
DELUXE REMASTER

Kunitsu-Gami

THE LAST OF US
PART I

NO MORE ROOM IN HELL 2

WARHAMMER 40,000
DARKTIDE

on traditional methods, FSR 4 uses neural networks to upscale lower-resolution images into crisp, high-def visuals. Cerny calls it a "more advanced approach" that outshines PSSR's current sharpness, a claim backed by Digital Foundry's early tests showing it trades blows with Nvidia's DLSS 3.7.

For the uninitiated, upscaling is like a magic trick—rendering a game at, say, 1080p, then stretching it to 4K without the blurry mess. PSSR already does this well on PS5 Pro, smoothing edges in hits like Spider-Man 2. FSR 4 takes it further, refining details—think clearer textures on a character's suit or sharper leaves in a forest scene. For players, it's a cleaner picture that feels premium, no magnifying glass needed.

Sony's not rushing it out. Cerny noted the focus for 2025 is getting developers comfortable with PSSR, while FSR 4's neural network is being adapted for PS5 Pro in parallel. The goal? Have it ready for 2026 titles, matching FSR 4's inputs and outputs. It's a deliberate pace—ensuring games look great without hiccups—meaning users can expect a polished rollout when it lands.

POWER UNDER THE HOOD

The PS5 Pro's got the chops for this. Its machine-learning hardware clocks in at 300 teraflops for 8-bit operations—plenty of grunt, says Cerny, to handle FSR 4's demands. Compare that to AMD's new RX 9070 GPUs, which pack more power but target a broader PC market. The Pro's custom setup, built from scratch by Sony, doesn't need the "sparsity" tricks of RDNA 4—keeping things efficient without extra complexity.

That's a mouthful, but here's the gist: the PS5 Pro's ready to run this tech without a major overhaul. Cerny's confident it'll slot in, delivering the same crisp results AMD's touting. For users, it's less about the numbers—teraflops or sparsity—and more about the payoff: games that look sharp and run smooth, no stutters or trade-offs.

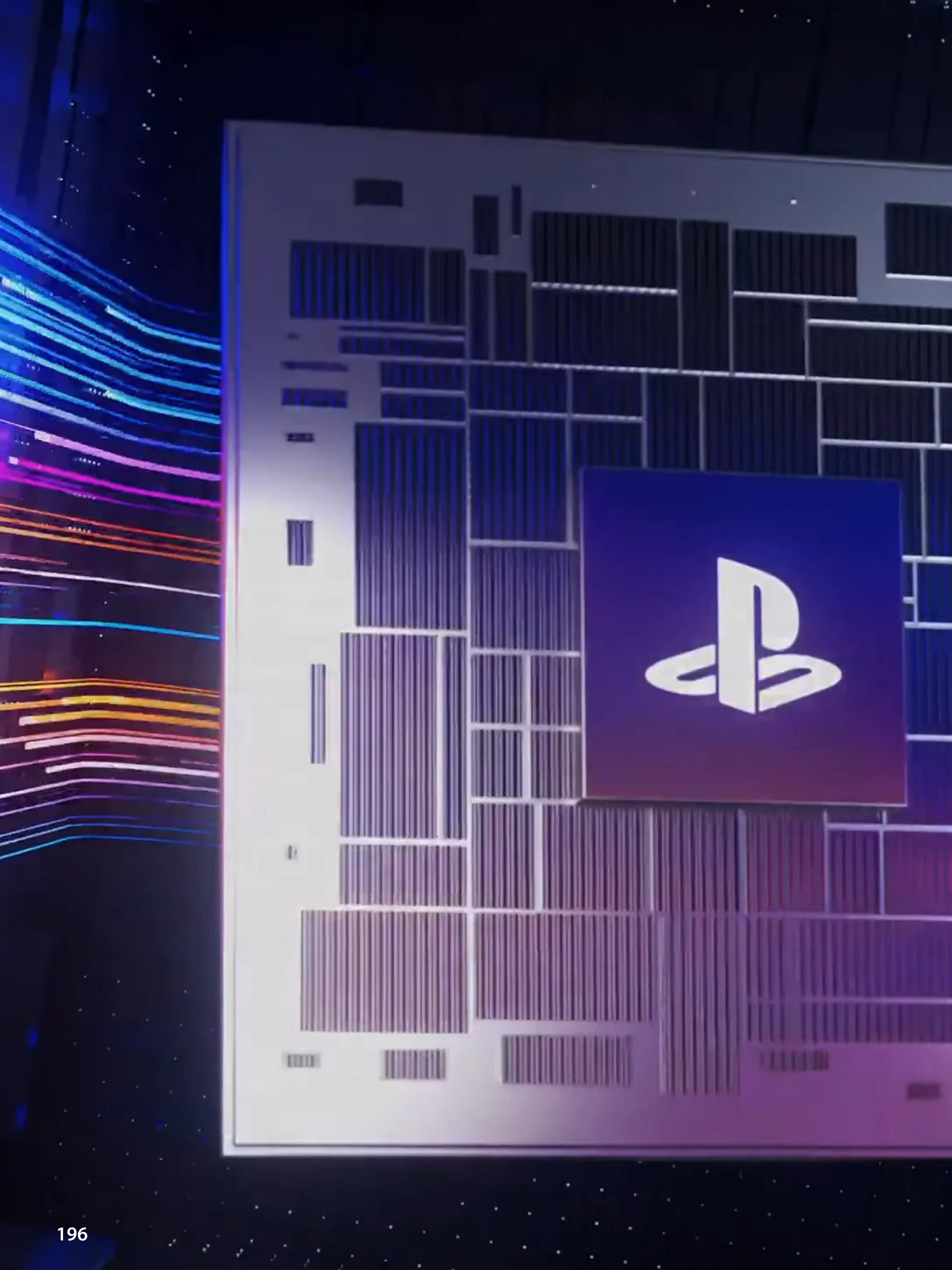
Adapting FSR 4 isn't a snap, though. It's a "reimplementation" job—tweaking AMD's tech for Sony's unique hardware. That takes time, which is why it's not here yet. For players, it's a promise of patience rewarded—2026 could bring a visual bump that makes every frame worth watching.

PROJECT AMETHYST: A TEAM EFFORT

This isn't Sony going it alone—Project Amethyst ties AMD's graphics expertise to Sony's console know-how. Kicked off in late 2023 as PSSR wrapped up, it's already bearing fruit with FSR 4's neural network. Cerny calls it a win for teamwork—combining strengths to tackle game graphics smarter and faster.

The short game? Co-developing tools like FSR 4 to boost visuals now. The long play? Crafting hardware that's tailor-made for machine learning, possibly for the PS6 era. The PS5 Pro's been a "learning experience," Cerny says, and AMD's RDNA roadmap adds depth to the mix. For users, it's a behind-the-scenes effort that could mean better games down the road—less lag, more wow.

It's not just PlayStation's party—Amethyst's tech could spill into PCs, mobiles, and beyond. AMD's Jack Huynh hinted FSR 4 might stretch



battery life on phones, a perk Sony might tweak for consoles. For PS5 Pro owners, it's a slice of a bigger pie—graphics that shine, tailored to gaming's 60-frames-per-second sweet spot.

WHAT IT MEANS FOR PLAYERS

Come 2026, this could change the game—literally. Picture God of War or Horizon with FSR 4: crisper vistas, smoother action, all at 4K without the console breaking a sweat. PSSR already lifts PS5 Pro above the base model—FSR 4 could push it closer to high-end PC territory. For users, it's a visual treat that keeps gameplay fluid, no squinting required.

The wait's the catch—2025's about PSSR, with FSR 4 a year out. Developers need time to weave it into their titles, ensuring it's not just slapped on. For players, it's a slow burn—current games stay gorgeous with PSSR, while 2026's slate could dazzle even more.

Ray tracing's in the mix too. AMD's shown off "neural rendering" tricks—like denoising for cleaner light effects—that might tie into Amethyst. Cerny's coy—"stay tuned"—but it hints at richer shadows and glows ahead. For users, it's a future where games don't just look good—they feel alive.

THE BIGGER FRAME

This fits Sony's playbook—steady upgrades that keep the PS5 Pro relevant. Launched with PSSR and beefed-up ray tracing, it's already a step up from the base PS5. FSR 4 could cement that edge, fending off PC rivals as games get hungrier for power. For players, it's a console that grows with the times—no new box needed.

AMD's win matters too. FSR 4's leap over FSR 3.1—less blur, more detail—shows it's catching Nvidia's tail. If it lands on PS5 Pro as promised, Sony users get a front-row seat to that race. It's less about tech wars and more about payoff—games that look sharp without a $2,000 rig.

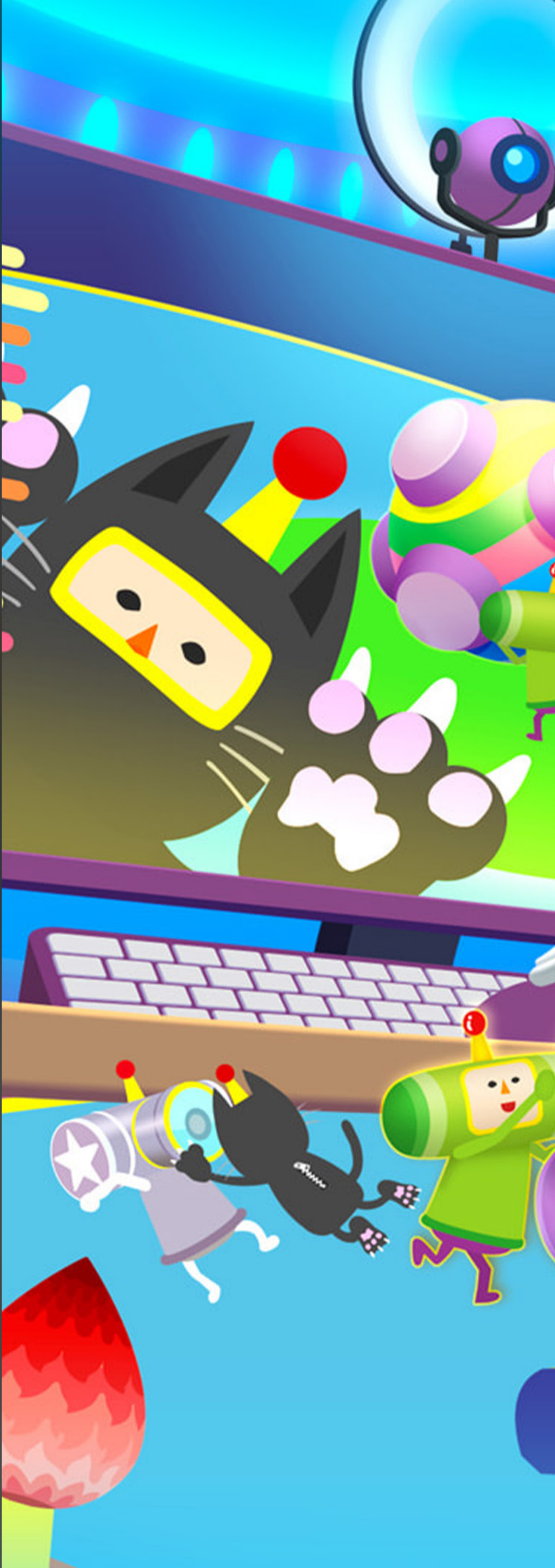
Cerny's enthusiasm's contagious—he's "proud" of Amethyst's early wins. For US tech users, it's a signal: the PS5 Pro's not done evolving. By 2026, FSR 4 could turn your living room into a showcase—smooth, vivid, and built for fun.

AHEAD OF THE CURVE

This week's tease isn't a full reveal—just a peek at what's cooking. FSR 4's not here yet, but its promise is clear: sharper PS5 Pro games that keep pace with your TV's potential. It's not about overhauling today—it's about setting up tomorrow.

For the average gamer, it's a simple upside. Your next big title could run at 60 frames with 4K flair, no compromise. Cerny's betting on it, and with Amethyst in play, Sony's got the tools to pull it off. For now, PSSR holds the fort—FSR 4's the encore worth waiting for.

APPLE ARCADE LAUNCHES SIX NEW GAMES IN APRIL

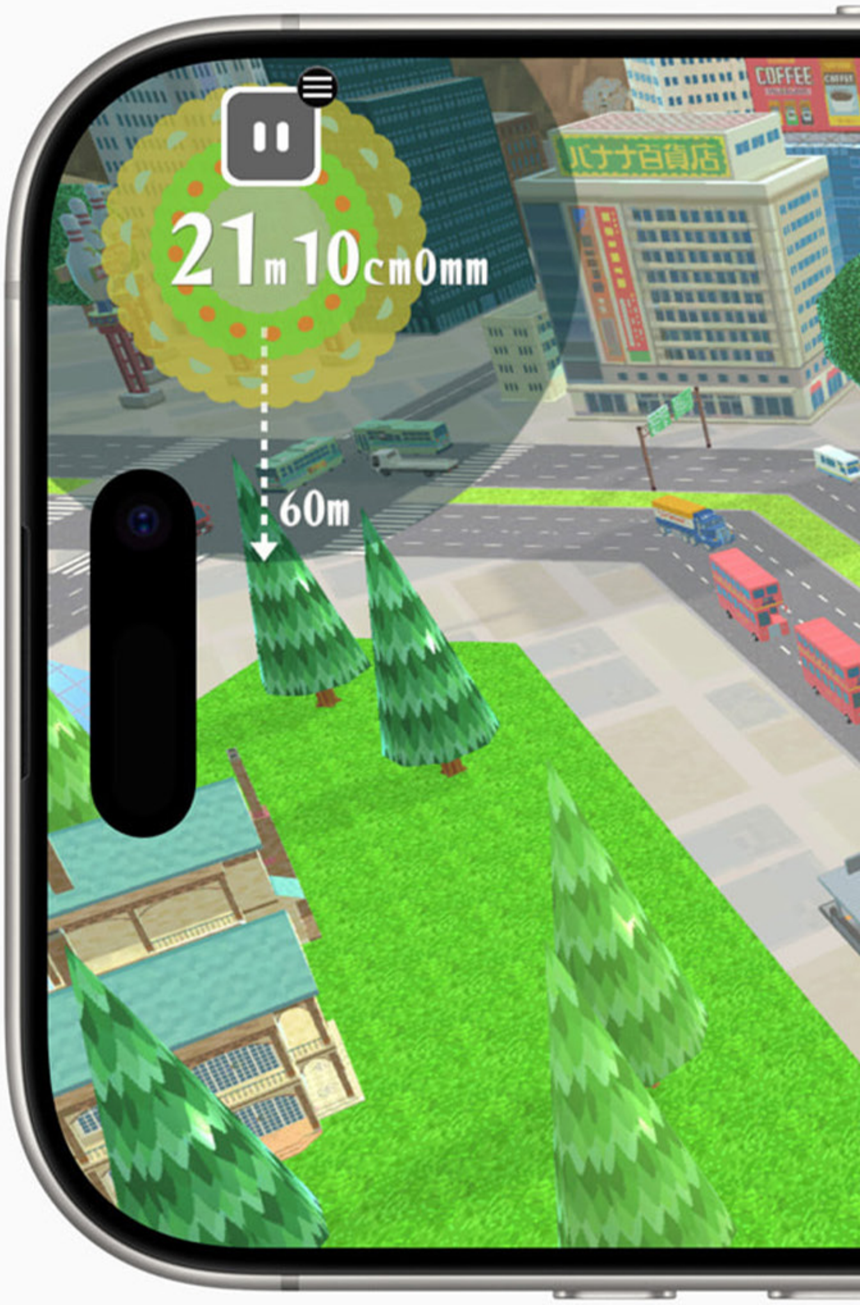


This week, Apple Arcade unveiled a lineup of six fresh games set to land in April, bringing a mix of nostalgia and innovation to its growing catalog. From the quirky charm of Katamari Damacy Rolling LIVE to the retro blast of Space Invaders Infinity Gene Evolve, these titles offer something for everyone—whether it's rolling up the world, blasting aliens, or building roller coasters. For subscribers, it's a chance to dive into new adventures across iPhone, iPad, and beyond, all without ads or extra fees.

Apple announced the additions, spotlighting Katamari Damacy Rolling LIVE as an exclusive debut on April 3. It's the first original Katamari game in nearly eight years, joined by a

reimagined Space Invaders, a cozy puzzle title, a classic theme park builder, a modern board game twist, and a kid-friendly STEM adventure. These games tap into the service's knack for blending timeless play with modern polish, making it a go-to for casual players and tech enthusiasts alike.

The timing's perfect—spring's here, and so are hours of entertainment. With over 200 games already in the Arcade stable, this batch adds variety that keeps the subscription feeling fresh. For everyday users, it's a simple perk: more ways to unwind or bond with family, all for a flat monthly fee.

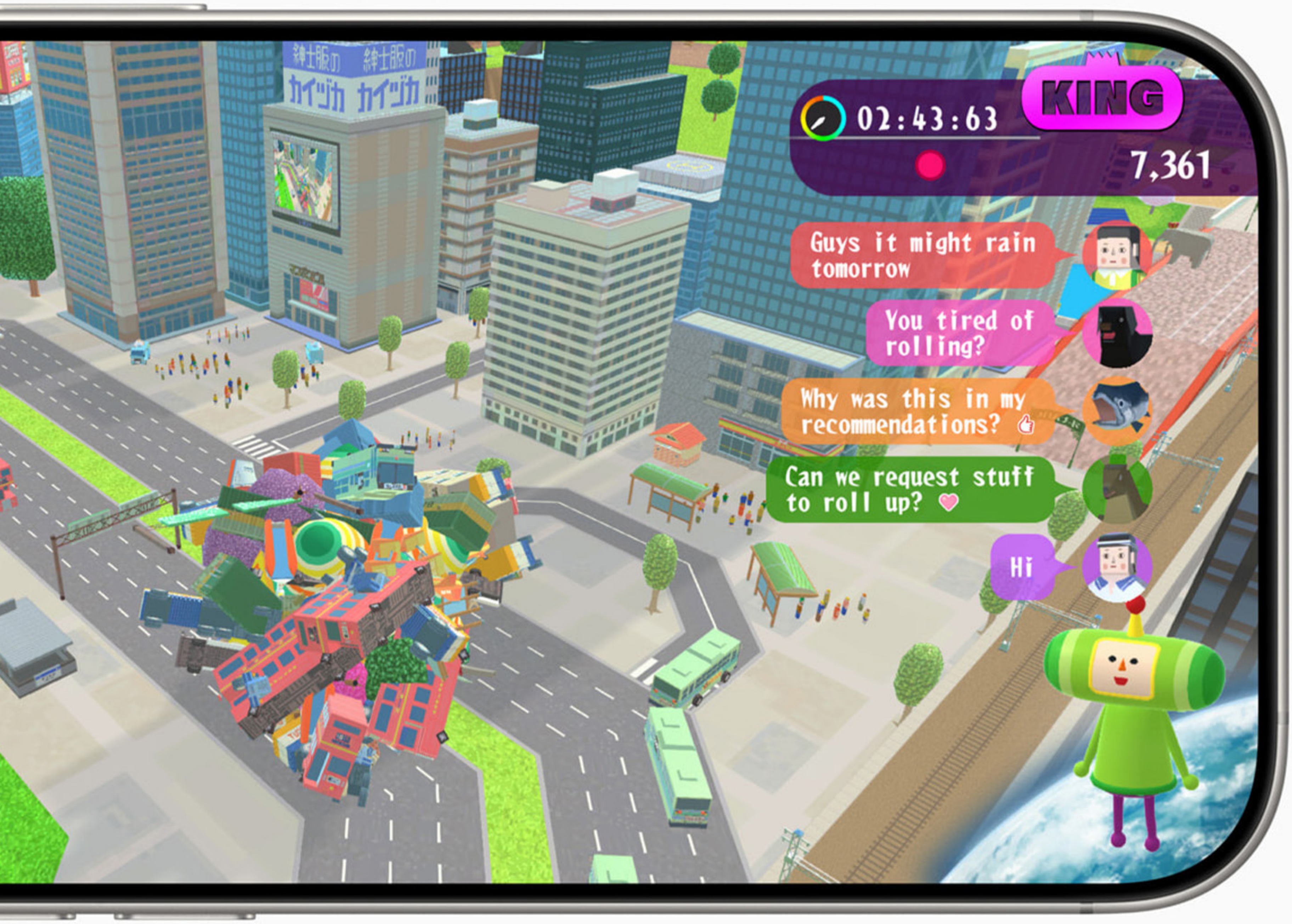


THE NEW LINEUP UNPACKED

First up, Katamari Damacy Rolling LIVE from Bandai Namco Entertainment drops players into a whimsical world where rolling a sticky ball—called a Katamari—turns clutter into stars. It's an exclusive, tasking users with growing their ball by snagging everything from pencils to buildings, all to please the King of All Cosmos. A funky soundtrack and in-game fan comments keep the vibe lively as stages unlock with every challenge met.

Next, Space Invaders Infinity Gene Evolve by TAITO CORPORATION refreshes a gaming legend. Starting with the classic alien-zapping action, it morphs into a 3D shooter as play progresses, tossing in ships from other TAITO hits like Darius. It's fast, adaptive, and a nod to arcade roots—perfect for quick sessions or deep dives.

Then there's puffies. from Lykke Studios, a puzzle game that swaps traditional jigsaws for puffy


紳士服の カイヅカ
紳士服の カイヅカ
02:43:63
KING
7,361

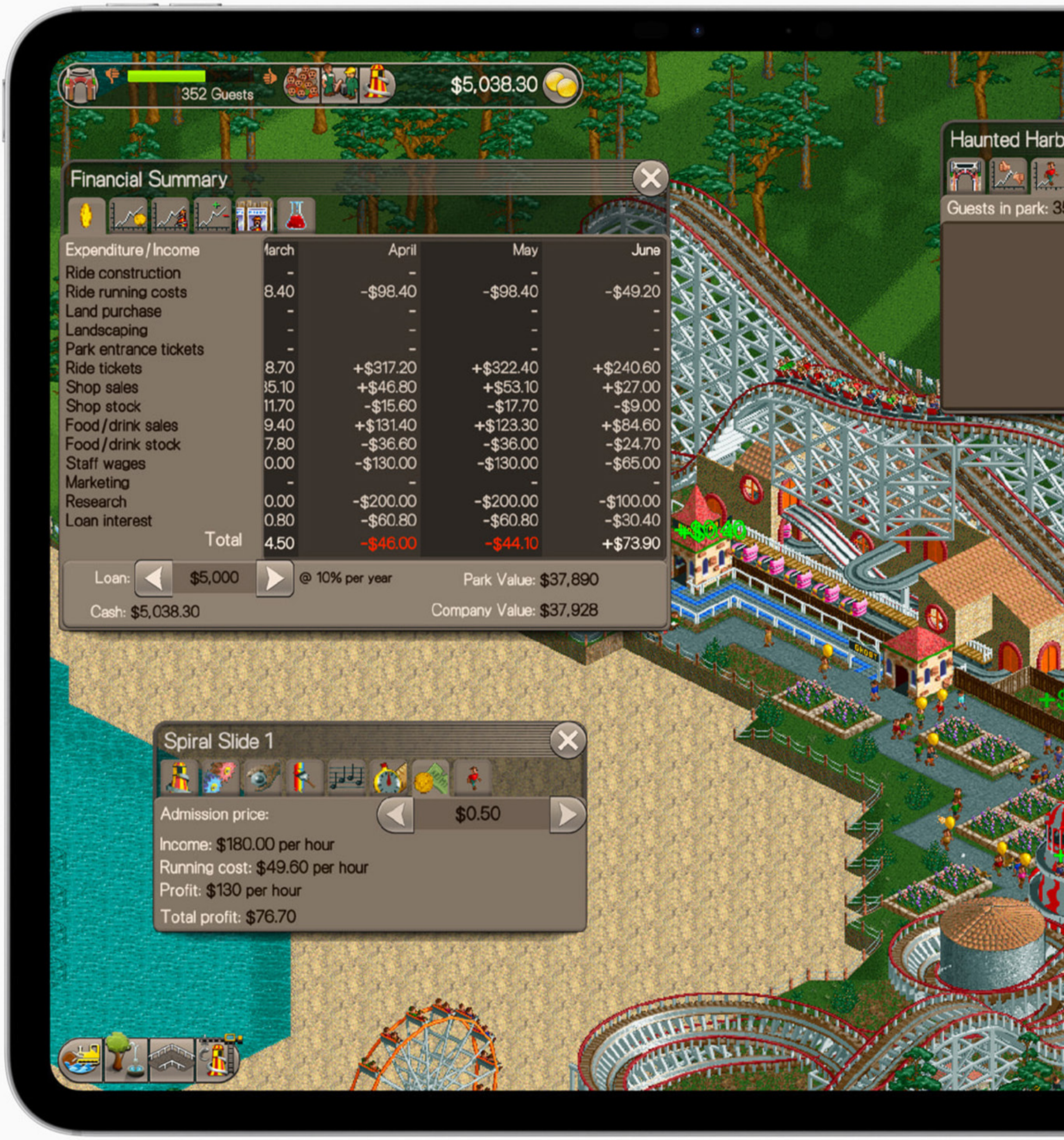
Guys it might rain tomorrow

You tired of rolling?

Why was this in my recommendations? 👍

Can we request stuff to roll up? ♥

Hi



Financial Summary

Expenditure / Income	arch	April	May	June
Ride construction	-	-	-	-
Ride running costs	8.40	-$98.40	-$98.40	-$49.20
Land purchase	-	-	-	-
Landscaping	-	-	-	-
Park entrance tickets	-	-	-	-
Ride tickets	8.70	+$317.20	+$322.40	+$240.60
Shop sales	5.10	+$46.80	+$53.10	+$27.00
Shop stock	11.70	-$15.60	-$17.70	-$9.00
Food / drink sales	9.40	+$131.40	+$123.30	+$84.60
Food / drink stock	7.80	-$36.60	-$36.00	-$24.70
Staff wages	0.00	-$130.00	-$130.00	-$65.00
Marketing	-	-	-	-
Research	0.00	-$200.00	-$200.00	-$100.00
Loan interest	0.80	-$60.80	-$60.80	-$30.40
Total	4.50	-$46.00	-$44.10	+$73.90

Loan: $5,000 @ 10% per year

Park Value: $37,890

Cash: $5,038.30

Company Value: $37,928

Spiral Slide 1

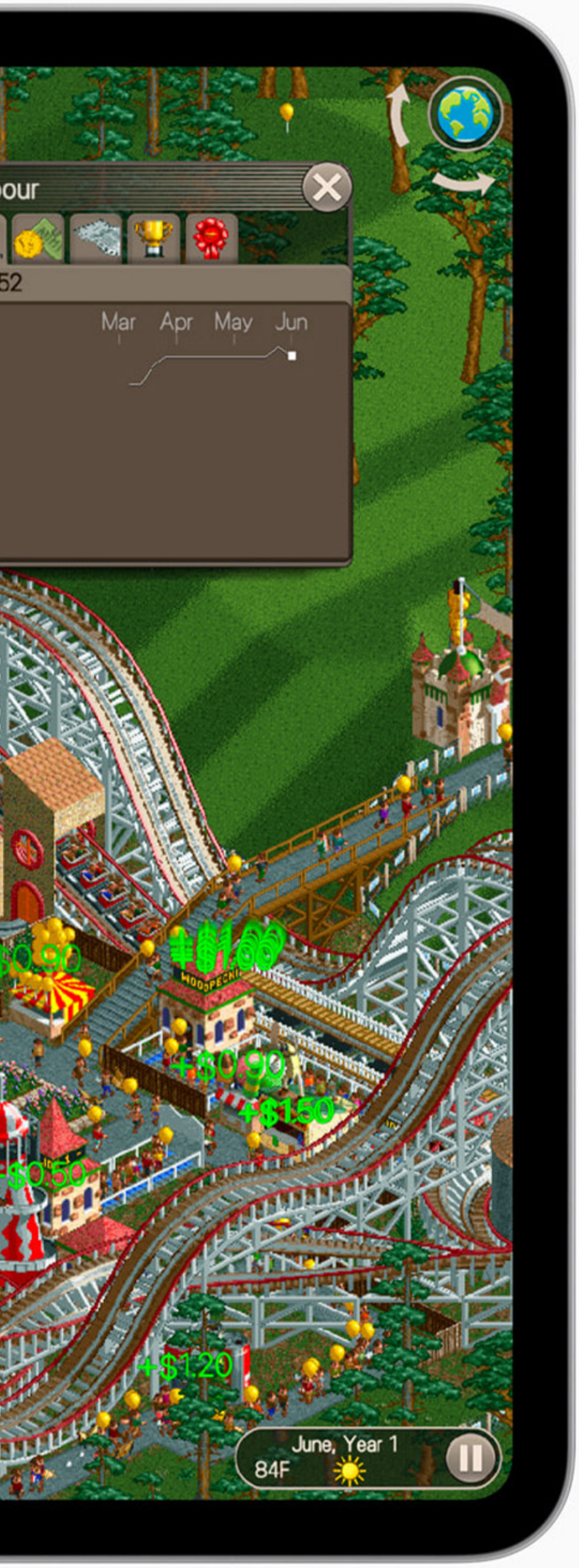
Admission price: $0.50

Income: $180.00 per hour

Running cost: $49.60 per hour

Profit: $130 per hour

Total profit: $76.70



stickers. Players piece together hand-crafted designs, collect themed packs, and chase daily leaderboard spots. It's a calm, satisfying escape that fits right into a busy day.

RollerCoaster Tycoon Classic+ by Atari brings park-building joy to mobile. Merging the best of the original PC hits, it lets users craft wild rides and manage bustling parks, complete with three expansion packs. Enhanced for iPhone and iPad, it's a sandbox where creativity runs the show.

The Game of Life 2+ by Marmalade Game Studio updates the classic board game with modern twists. Players spin through life's choices—careers, families, even pets—in a colorful digital world, with exclusive Arcade perks like futuristic outfits and quirky jobs. It's a lighthearted spin on fate for all ages.

Finally, Sesame Street Mecha Builders+ by StoryToys teams up Mecha Elmo, Cookie Monster, and Abby Cadabby for STEM fun. Aimed at young learners, it mixes puzzles, coding, and creativity in a cheerful package—think education disguised as playtime.

WHY IT'S A BIG DEAL

These games land on April 3, joining a catalog that's already a treasure trove—over 200 titles strong, playable across iPhone, iPad, Mac, Apple TV, and Vision Pro. For $6.99 a month—or free for three months with a new Apple device—it's a deal that keeps giving. No ads, no in-app purchases, just pure gaming goodness for up to six family members.

Take Katamari Damacy Rolling LIVE. It's not just a roll-and-stick romp—it's a social twist with "live stream" vibes, where growing your Katamari boosts an in-game audience. For users, it's a quirky break that feels oddly rewarding, like racking up likes without the real-world pressure.

Space Invaders Infinity Gene Evolve ups the ante with its evolving gameplay—starting simple, then tossing in 3D flair and guest ships. It's a blast for anyone who's ever fed quarters to an arcade machine, now polished for a pocket screen. The shift from retro to modern keeps it engaging without losing its soul.

puffies. offers a breather. Its sticker-puzzle setup is easy to pick up—match pieces, build collections, chase scores—but hard to put down. For busy folks, it's a low-stakes way to unwind, no steep learning curve required.

RollerCoaster Tycoon Classic+ is a nostalgia trip with depth. Building parks and tweaking rides taps into that kid-like thrill of creation, now sharper on iPad. It's a time sink in the best way—hours vanish as coasters climb and crowds cheer.

The Game of Life 2+ turns a familiar game night into a digital delight. With new paths like dolphin trainer or quantum mechanic, it's a playful take on life's twists, ideal for family play or solo spins. The exclusive extras make it feel special, not just a rehash.

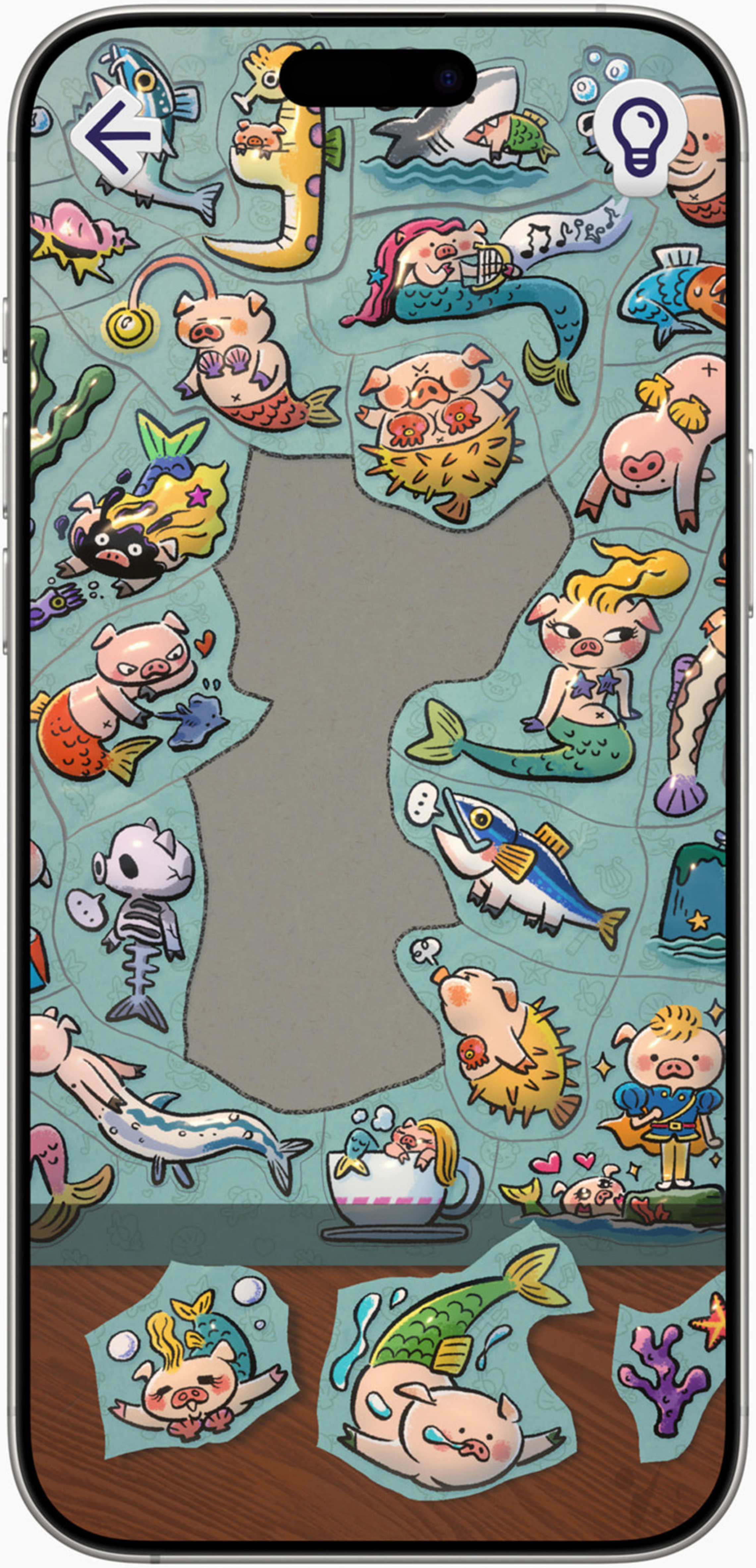
Sesame Street Mecha Builders+ shines for the little ones. It's learning wrapped in fun—physics here, coding there—all with familiar faces. Parents get a break; kids get a boost. It's a win-win that fits Arcade's broad appeal.

BEYOND THE LAUNCH

April's not just about newbies—existing games get love too. NBA 2K25 Arcade Edition adds

14
TISSOT
NBA
@NBA
League Pass
ROCKETS
6
JOHNSON
32
TAKEOVER

LAKERS
ROCKETS
22



Kareem Abdul-Jabbar to its Greatest mode this month, while PGA TOUR Pro Golf tees up TPC Sawgrass and a new campaign. Skate City: New York rolls out 30 fresh levels later in March. It's a steady drip of updates that keeps the service humming.

The value's hard to beat. At $6.99—or bundled in Apple One plans from $19.95—it's cheaper than a couple of coffees, with no hidden costs. New device buyers snag three months free, and it's shareable with family. For users, it's a no-brainer: one price, endless play, no nickel-and-diming.

Accessibility's a perk too. These games span Apple's ecosystem—iPhone in hand, iPad on the couch, Mac at the desk. Some, like RollerCoaster Tycoon, stretch across all platforms; others stick to mobile. It's flexible fun that fits where you are, no extra gear needed.

WHAT IT MEANS FOR YOU

For the average player, this drop is a spring treat. Katamari lets you roll up stress into a giant ball—oddly satisfying after a long day. Space Invaders scratches that action itch, evolving as you play. puffies. is your chill-out zone, perfect for a quiet moment.

Love building? RollerCoaster Tycoon Classic+ hands you the keys to a park—hours of tweaking coasters await. The Game of Life 2+ is a family-friendly spin, great for a group or solo laugh. And Sesame Street Mecha Builders+ keeps kids busy with smart fun—parents, take note.

It's not about fancy tech—it's about play that clicks. Whether you're a gamer or just dabble, these titles bring variety without hassle. For tech users, it's Arcade doing what it does best: delivering more for less, right on your screen.

THE ROAD AHEAD

Apple Arcade's on a roll—literally, with Katamari. This batch proves it's not coasting on old hits; it's mixing fresh ideas with classics. April's haul could spark more exclusives—Bandai Namco and TAITO are big names, hinting at future drops.

For subscribers, it's a steady stream of reasons to stick around. The catalog's depth—200-plus games—means there's always something next, whether it's a quick puzzle or a park-building binge. Updates to titles like NBA 2K25 keep the vibe alive past launch.

This week's news is a springboard. For US tech users, it's a simple joy—six new games, zero catches, all ready to play. April's looking like a good month to tap in, unwind, and let Arcade take the wheel.

PLAYER 1
Dolphin Trainer
460k
1
0
0
Joshua
40k
0
0
1
STOP
START

STOP
STOP
STOP
STOP

WAYMO’S CHINESE-MADE EVS CLEARED FOR US DELIVERY: A ROBOTAXI REVOLUTION BEGINS

Waymo’s latest move is a game-changer: Chinese-made Zeekr electric vehicles (EVs) are set to hit US streets by late 2025, dodging tariffs and bringing autonomous rides closer to reality. Announced on March 10, 2025, this isn’t just a win for Waymo—it’s a practical leap for tech users tired of traffic jams and high ride costs. With Nvidia’s DRIVE Thor chips powering these robotaxis, the future of urban mobility is accelerating, and it’s got a sleek, affordable edge.

WAYMO

WAYMO
WAYMO
ZEEKR
ZEEKR

This isn't about flashy promises or sci-fi dreams. Waymo, Alphabet's self-driving arm, has been quietly perfecting its tech for years, and now it's partnering with Zeekr, a Chinese automaker, to deliver. The Verge reports the EVs will roll out as part of Waymo's fleet, offering a real-world solution for commuters in cities like LA and San Francisco. Priced competitively and built for autonomy from the ground up, these vehicles could slash fares and expand access. It's innovation that works, not just talks.

The timing couldn't be better. With Tesla's Cybercab still navigating regulatory hoops, Waymo's Zeekr deal positions it as the first to mass-deploy a purpose-built robotaxi in the US. Electrek notes Alphabet's $5.6 billion investment in Waymo last week, signaling serious intent. For tech users, this means a tangible shift—self-driving rides aren't a distant hope; they're a 2025 reality.

THE ZEEKR RT: BUILT FOR AUTONOMY

Let's break down the star of the show: the Zeekr RT. Based on Zeekr's MIX van, this EV isn't a retrofitted sedan—it's designed for driverless operation from scratch. NotebookCheck.net highlights its 76 kWh battery, offering fast 13-minute charging, and flexible seating for passengers or cargo. Waymo's testing it now, with deliveries slated for late 2025, per CES 2025 updates from Electrek. It's practical engineering, not a concept car collecting dust.

The RT's tech is where it shines. Nvidia's DRIVE Thor chip, capable of 1,000 teraflops, powers its autonomy, handling everything from navigation to passenger entertainment. The Verge explains this system-on-chip (SoC) manages complex driving scenarios and parking, making it a mobile AI powerhouse. For users, that translates to smoother rides—no jerky stops or missed turns—and a cabin that's more lounge than vehicle.

Waymo's not skimping on safety either. The RT features redundant steering, braking, and power systems, ensuring it keeps moving even if something fails. NotebookCheck.net adds that Zeekr plans to ditch the steering wheel and pedals when regulations allow, a bold but logical step for a robotaxi. It's a vehicle that trusts its tech, and that trust could mean fewer accidents and more reliability for riders.

DODGING TARIFFS, DELIVERING VALUE

How does a Chinese EV land in the US amid trade tensions? Waymo's pulled off a logistical coup. The Verge reports that by finalizing this deal before new tariffs kick in, Waymo avoids the cost hikes plaguing other importers. Trump's tariff threats, detailed by Bloomberg on March 9, 2025, could've jacked up prices, but Waymo's timing keeps the Zeekr RT affordable.

This matters for users. Cheaper production means lower fares—Waymo's already competitive with Uber in some markets, and this could widen the gap. Electrek suggests the RT's cost efficiency stems from Zeekr's scale in China, where it's sold thousands of MIX vans since October 2024. It's not about cutting corners; it's about smart economics delivering real savings.

There's a flip side: some might balk at a Chinese-made vehicle leading US innovation. But Waymo's focus isn't ideology—it's results. The RT's arrival could force domestic players like

ZEEKR
WAYMO

Tesla to step up, sparking a competition that benefits consumers. Innovation doesn't care about borders, and neither should your ride.

USER IMPACT: RIDES REIMAGINED

Picture this: you're in LA, late for a meeting, and traffic's a nightmare. You tap an app, and a Zeekr RT pulls up—no driver, no small talk, just a quiet, efficient ride. Waymo's data, cited by Swiss Re, shows its vehicles are safer than human drivers, cutting crash rates significantly. For tech users, that's peace of mind and time saved.

The RT's design caters to real needs. Flexible seating means it can haul your groceries or your friends, adapting to whatever the day throws at you. Fast charging—50% in 13 minutes, per NotebookCheck.net—keeps it on the road, not plugged in. And with Nvidia's Thor chip, the in-car experience could include personalized entertainment or work tools, turning a commute into productive time.

Waymo's not stopping at LA or San Francisco. Plans to expand its fleet, backed by that $5.6 billion, hint at nationwide coverage by 2026. The Verge notes Waymo's already testing in Phoenix and Austin, and the RT's rollout could accelerate that. For users, it's a future where autonomous rides aren't a luxury—they're the norm.

THE BIGGER PICTURE

This isn't just about Waymo or Zeekr—it's a signal. Chinese EVs breaking into the US via partnerships could shake up the market, pushing innovation and affordability. Tesla's Cybercab, unveiled in October 2024, lacks a steering wheel too, but its regulatory delays give

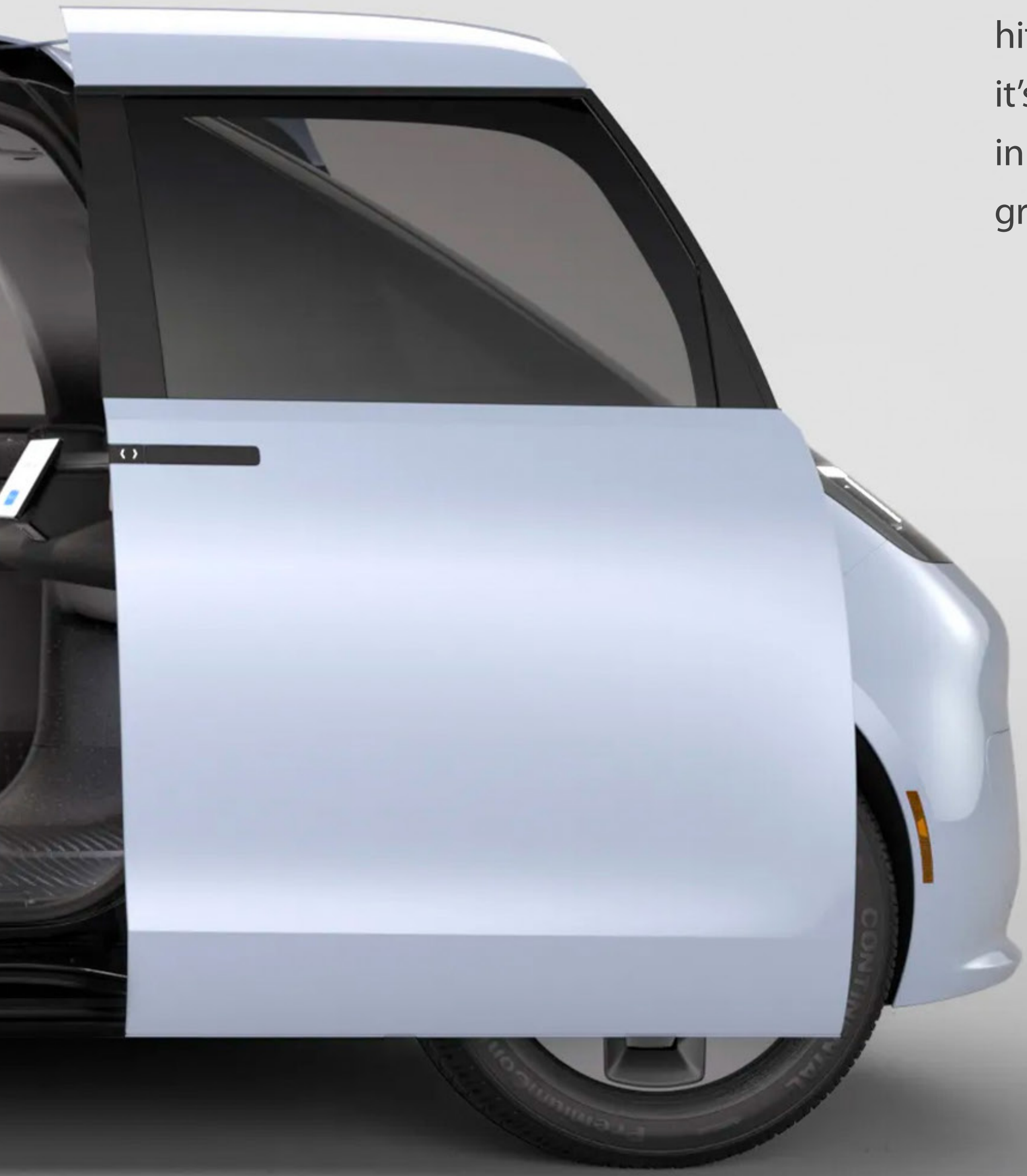
WAYMO

WAYMO
WAYMO

Waymo the lead. NotebookCheck.net pits the RT against Tesla's Robovan, and Waymo's real-world testing trumps Tesla's prototypes so far.

For tech enthusiasts, it's a front-row seat to an autonomy race. Nvidia's Thor tech, paired with Waymo's experience, sets a high bar—1,000 teraflops isn't just power; it's precision. Casual users get the payoff: cheaper, safer, smarter rides. And with tariffs dodged, this could be a model for others, blending global supply chains with local impact.

Waymo's Zeekr RT isn't a promise—it's a plan, hitting streets in 2025. For US tech users, it's a practical upgrade to daily life, proving innovation can cut through red tape and gridlock alike.



YOUR BRAND HAS NEVER BEEN IN SUCH GOOD COMPANY

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SPECIAL EDITION" Spirits were high at Apple's "There's more in the making" event, which was held at the Howard Gilman Opera House in Brooklyn, New York on October 30. Hot off the heels of the launch of the new iPhone XS, XS Max and XR, Tim Cook and Co were ready to show off next-generation models of two of the company's most beloved products: the Mac, and the iPad. Introducing a whole host of new editions, this was an Apple event to

Everything Apple, Every Week.

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